Canadian Gambling Digest 2007-2008

CANADIAN PARTNERSHIP for RESPONSIBLE GAMBLING

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Introduction

The Partnership

In 2004, a group of non-profit organizations, gaming providers, and gaming regulators came together to form the *Canadian Partnership for Responsible Gambling* (CPRG). 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 each of the ten Canadian provinces. This edition of the *Digest* is the sixth report released to date.

The Report

The *Digest* is arranged by subject matter, starting with general industry data (venues, games, charitable gaming licences), followed by revenues, revenue distributions, gambling participation, problem gambling prevalence, and problem gambling assistance (helpline calls, clients, counsellors, on-site support centres). 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 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 2007-08 (April 1, 2007 to March 31, 2008).

Data Sources

Information in the *Digest* was obtained from annual reports, previous *Digests* and their addendums, other publicly available documents, web sites, prevalence studies, and extensive direct contact with representatives from various organizations. 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." For further detail about the data presented, please see the reports listed in the References.

Table 1 shows the number of venues available across the country in 2007-08. As can be seen, only five provinces had full-time designated bingo facilities. Québec had the most (258), while Saskatchewan had the least (16). Alberta and British Columbia had the greatest number of casinos (23 and 17, respectively), while New Brunswick, Prince Edward Island, and Newfoundland and Labrador did not have any casinos at all. The greatest number of EGM venues was in Québec and Alberta (2,736 and 1,077); the lowest was in Ontario and British Columbia (27 and 28). There were 99 horse racing venues in Ontario, yet in Newfoundland and Labrador there was only one. Eight provinces had designated rooms or areas in their gaming facilities for player-banked poker. The most were in Alberta (22); the least were in Manitoba and Prince Edward Island (1 each). Ticket lottery outlets were most numerous in Ontario and Québec (10,439 and 8,551), and least so in Prince Edward Island (190). Across the country overall, there were approximately 37,782 gaming venues in total. This is 2,133 fewer than the 39,915 reported in 2006-07 (CPRG, 2008a). Québec and Ontario had the most (11,561 and 10,628), while Prince Edward Island had the least (260).

Table 1. Venues

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
Population 18+	3,522,582	2,681,837	760,965	906,664	10,043,629	6,169,419	605,095	752,330	108,998	409,878
Bingo Facilities										
Total Bingo Facilities	27	42	16	0	80	258	0	0	0	0
Casinos										
First Nation (On Reserve)	1	4	5	2	2	0	0	0	0	0
Non-First Nation	16	19	2	2	8	3	0	2	0	0
Total Casinos	17	23	7	4	10	3	0	2	0	0
EGM Venues										
Bars and Lounges with VLTs	0	1,051	660	529	0	2,727	603	436	67	505
Bingo Facilities with Slots	12	0	0	0	0	0	0	0	0	0
Casinos with Slots	16[1]	23	7	4	10	3	0	2	0	0
Racetracks with Slots or VLTs	0	3	0	1	17	6	0	0	1	0
Total EGM Venues	28	1,077	667	534	27	2,736	603	438	68	505
Horse Racing Venues										
Major Racetracks	2	4	2	1	17	3	2	3	2	1
Minor Racetracks	4	1	1	9	8	1	1	0	0	0
Total Racetracks	6	5	3	10	25	4	3	3	2	1
Teletheatres	23	47	6	9	74	18	1	8	0	0
Total Horse Racing Venues	29	52	9	19	99	22	4	11	2	1
Player-banked Poker Rooms or Areas										
Rooms or Areas	9	22	Unavailable	1	9	3	0	2	1	0
Days Used per Month	30	30	Unavailable	30	30	30	0	26	26	0
Ticket Lottery Outlets										
Total Lottery Ticket Outlets	4,033	2,342	785	845	10,439	8,551	977	1,131	190	1,173
Total Venues										
Total Venues 2007-08	**4,106**	**3,510**	**1,477**	**1,397**	**10,628**	**11,561**	**1,584**	**1,580**	**260**	**1,679**
Total Venues 2006-07	4,393	3,486	1,487	1,401	10,961	12,850	1,623	1,682	277	1,755
% Change	-6.5	0.7	-0.7	-0.3	-3.0	-10.0	-2.4	-6.1	-6.1	-4.3

Total venues 2007-08: 37,782. Total venues 2006-07: 39,915. Overall change: -5.3%. **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 in fiscal 2007-08 (teletheatres) or calendar 2007 (racetracks). Figures do not include facilities issued permits that did not ultimately conduct any pari-mutuel activity during the period they were valid for. *Major Racetracks* are those that held 15 or more live days of racing in 2007; *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 a gaming venue 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 a poker room or area was used for poker 365 days per year, it was 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*.

[1] Includes *Fraser Downs Racetrack & Casino* and *Hastings Racecourse Casino*, both of which are casinos co-located with a racetrack. Figure does not include *Great Canadian Casinos Vancouver*, as it does not have any slot machines.

Table 2 shows the number of games available across the country in 2007-08. As can be seen, British Columbia, Alberta, Manitoba, and Ontario were the only provinces to offer electronic bingo. British Columbia had the greatest number of electronic bingo units (4,785), while Ontario had the lowest (582). Only British Columbia had slot machines at bingo facilities (1,105), while all provinces except British Columbia and Ontario had VLTs in bars and lounges. Ontario had the greatest number of EGMs overall (23,029), while Prince Edward Island had the lowest (531). Ontario and Alberta had the highest number of gaming tables (546 and 505), while New Brunswick, as well as Newfoundland and Labrador, did not have any gaming tables at all. Across the country, there were approximately 101,092 games in total. This is 4,295 more than the 96,797 reported in 2006-07 (CPRG, 2008b). Ontario had the most (24,157), while Prince Edward Island had the least (537).

Table 2. Games

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
Population 18+	3,522,582	2,681,837	760,965	906,664	10,043,629	6,169,419	605,095	752,330	108,998	409,878
Bingo (Electronic)										
Handheld Devices	680[2]	1,655	0	0	91	0	0	0	0	0
Terminals	4,105	45	0	752[3]	491	0	0	0	0	0
Total Bingo Units	4,785	1,700	0	752	582	0	0	0	0	0
EGMs										
Slots at Bingo Facilities	1,105	0	0	0	0	0	0	0	0	0
Slots at Casinos	7,837[4]	11,024[5]	2,665	2,877	12,920	5,802	0	1,051	0	0
Slots or VLTs at Racetracks	0	835	0	140	10,109	800	0	0	210	0
VLTs at Bars and Lounges	0	5,986	3,975	5,469	0	11,851	2,581	2,234	321	2,274
Total EGMs	8,942	17,845	6,640	8,486	23,029	18,453	2,581	3,285	531	2,274
Gaming Tables										
Total Gaming Tables	481	505	97	76	546	195	0	53	6	0
Total Games										
Total Games 2007-08	**14,208**	**20,050**	**6,737**	**8,562**	**24,157**	**18,648**	**2,581**	**3,338**	**537**	**2,274**
Total Games 2006-07	12,346	18,307	6,138	8,537	23,466	18,965	2,628	3,378	554	2,478
% Change	15.1	9.5	9.8	0.3	2.9	-1.7	-1.8	-1.2	-3.1	-8.2

Total games 2007-08: 101,092. Total games 2006-07: 96,797. Overall change: +4.4%. **Note:** *Gaming Tables* are generally those at permanent facilities. Figures may be estimates only.

[2] The decrease in the number of handheld bingo devices compared to fiscal 2006-07 (1,110) reflects the policy of the British Columbia Lottery Corporation (BCLC) to phase out use of these devices for security reasons.

[3] These devices are both slot machines and electronic bingo terminals. As such, they are also included in *Slots at Casinos* under *EGMs*. They are not counted twice, however, in *Total Games*.

[4] Includes the 465 slot machines at *Fraser Downs Racetrack & Casino* and the 150 slot machines at *Hastings Racecourse Casino*.

[5] Does not include the 1,267 slot machines at summer fair casinos or other temporary exhibitions.

Table 3 presents the number of casinos, EGMs, EGM venues, horse racing venues, and lottery ticket outlets per 100,000 people 18 years and over in 2007-08. As can be seen, Alberta and Saskatchewan had the highest number of casinos per capita (0.9), while Ontario had the lowest (0.1). Ontario also had the lowest per capita number of EGMs and EGM venues (229.3 and 0.3), while Manitoba had the highest of the former (936.0) and Newfoundland and Labrador had the highest of the latter (123.2). The number of horse racing venues per capita was highest in Manitoba (2.1) and lowest in Newfoundland and Labrador (0.2). Newfoundland and Labrador, though, had by far the highest per capita number of lottery ticket outlets (286.2). Alberta had the lowest (87.3).

Table 3. Select Venues and Games per 100,000 People 18+

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
Casinos	0.5	0.9	0.9	0.4	0.1	0.0	0.0	0.3	0.0	0.0
EGMs	253.8	665.4	872.6	936.0	229.3	299.1	426.5	436.6	487.2	554.8
EGM Venues	0.8	40.2	87.7	58.9	0.3	44.3	99.7	58.2	62.4	123.2
Horse Racing Venues	0.8	1.9	1.2	2.1	1.0	0.4	0.7	1.5	1.8	0.2
Lottery Ticket Outlets	114.5	87.3	103.2	93.2	103.9	138.6	161.5	150.3	174.3	286.2

Average casinos: 0.3. **Average EGMs:** 516.1. **Average EGM venues:** 57.6. **Average horse racing venues:** 1.2. **Average lottery ticket outlets:** 141.3. **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.

Table 4 shows the number of charitable gaming licences that were issued across the country in 2007-08. As can be seen, Ontario issued the most (13,865), while New Brunswick issued the least (851). Across Canada overall, approximately 45,046 licences were issued in total. This is 16,323 more than the estimated 28,723 reported in 2006-07 (CPRG, 2008a).

Table 4. Charitable Gaming Licences

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
Population 18+	3,522,582	2,681,837	760,965	906,664	10,043,629	6,169,419	605,095	752,330	108,998	409,878
Bingo	346	1,027	863	328	13,346[6]	2,070[7]	289	255	32	463
Break Open / Pull-tickets	0	198	581	260	278	474[8]	18	15	Unavailable	266
Casinos	36	3,424	5	0	0	0	9[9]	0	4	16
Poker[10]	0	0	347	64	0	0	0	0	0	Unavailable
Raffles	6,680	290[11]	1,596	211	183	1,238	535	934	257	2,255
Other	35[12]	0	0	12[13]	58	0	0	5,151[14]	596	475
Total Licences 2007-08	**7,097**	**4,939**	**3,392**	**875**	**13,865**	**3,308**	**851**	**6,355**	**889**	**3,475**
Total Licences 2006-07	6,676	5,115	3,600	896	2,320	3,383	821	1,402	1,037	3,473
% Change	6.3	-3.4	-5.8	-2.3	497.6	-2.2	3.7	353.3	-14.3	0.1

Total licences 2007-08: 45,046. Total licences 2006-07: 28,723. Overall change: +56.8%. **Note:** *Charitable Gaming Licences* are licences issued to charitable or religious organizations to conduct gaming events. One licence 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 licences issued by First Nations or local municipalities. They may also exclude licences 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 above due to overlap between categories. *Bingo* licences in Québec, for example, include licences issued for combined bingo/break open events, which are also included in *Break Open / Pull-ticket* licences.

[6] Figure is significantly higher than that reported in previous fiscal years because of the implementation of a new bingo revenue model in May, 2007. Previously, Hall Charity Associations, on behalf of charities, were licensed to manage and conduct lottery events at pooling bingo halls. Under the new revenue model, however, individual member organizations of Hall Charity Associations are licensed to manage and conduct charitable gaming events at pooling bingo halls. In fiscal 2007-08, there were approximately 3,600 member organizations licensed to manage and conduct lottery events at such halls. Member organizations may receive multiple charitable licences for this purpose within the course of a year.

[7] Includes 474 licences for combined bingo/break open events.

[8] Licences for combined bingo/break open events only.

[9] Licences for Monte Carlo nights. Games were played for prizes only, not cash.

[10] While some provinces other than those indicated in Table 4 may permit poker to be played at certain charitable gaming events, they do not issue licences for poker specifically.

[11] Does not include raffles under $10,000.

[12] Licences for Wheels of Fortune.

[13] Licences for sports draft lotteries and Calcutta auctions.

[14] Figure is considerably higher than that reported in previous fiscal years because the previous figures did not include licences issued to organizations who were not required to submit financial reports for their gaming operations (e.g., due to the small value of prizes involved).

Revenues

The next set of tables and charts presents government-operated, horse race, and charity-operated gaming revenues in 2007-08. *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 2007-08 is shown in Table 5 (revenue measured as wagers less prize payouts, before operating expenses deducted).[15] As can be seen, of those provinces that had government-run bingo, British Columbia generated the most revenue from this source ($155,855,000), while Manitoba generated the least ($5,075,000). Among provinces that had casinos, Ontario and British Columbia generated the highest revenue from this source ($1,844,414,000 and $1,322,123,000), while Nova Scotia generated the least ($84,944,000). Both EGM and ticket lottery revenues were highest in Ontario ($3,065,325,000 and $1,189,534,000), while they were lowest in Prince Edward Island ($26,783,000 and $13,718,000). Across the country overall, total government-operated gaming revenue was approximately $13,754,261,000. This is roughly $411,371,145 more than the $13,342,889,855 reported in 2006-07 (CPRG, 2008a). Total revenues were highest in Ontario ($4,728,332,000) and lowest in Prince Edward Island ($40,501,000).

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+	3,522,582	2,681,837	760,965	906,664	10,043,629	6,169,419	605,095	752,330	108,998	409,878
Bingo										
Total Bingo Revenue	155,855,000[16]	12,914,000[17]	0[18]	5,075,000[19]	17,500,000	21,881,000	0	0	0	0
Casinos										
Total Casino Revenue	1,322,123,000	1,146,217,000[20]	300,007,000	219,665,000	1,844,414,000[21]	790,446,000	0	84,944,000	0	0
EGMs (All Venues)										
Slots	1,060,626,000	1,201,928,000	282,437,000	196,317,000	3,065,325,000	586,083,000	0	72,840,000	8,172,000	0
VLTs	0	837,974,000	247,137,000	341,439,000	0	1,048,486,000	142,700,000	140,738,000	18,611,000	108,759,000
Total EGM Revenue	1,060,626,000	2,039,902,000	529,574,000	537,756,000	3,065,325,000	1,634,569,000	142,700,000	213,578,000	26,783,000	108,759,000
Ticket Lotteries										
Internet	425,700,000	0	0	0	0	0	1,115,000	2,044,000	259,000	696,000
Non-Internet	8,400,000	283,471,000	73,706,000	92,207,000	1,189,534,000	878,755,000	70,974,000	89,050,000	13,459,000	77,239,000
Total Lottery Revenue	434,100,000	283,471,000	73,706,000	92,207,000	1,189,534,000	878,755,000	72,089,000	91,094,000	13,718,000	77,935,000
Total Revenue										
Total Revenue 2007-08	**1,912,078,000**	**2,336,287,000**	**620,850,000**	**658,386,000**	**4,728,332,000**	**2,739,568,000**	**214,789,000**	**316,776,000**	**40,501,000**	**186,694,000**
Total Revenue 2006-07	1,774,362,262	2,163,896,356	534,582,329	614,716,251	4,712,775,000	2,754,991,897	213,938,429	336,068,448	39,961,950	197,596,933
% Change	7.8	8.0	16.1	7.1	0.3	-0.6	0.4	-5.7	1.3	-5.5

Total revenue 2007-08: $13,754,261,000. Total revenue 2006-07: $13,342,889,855. Overall change: +3.1%. **Note:** 2007-08 figures rounded off to the nearest thousand. *Total Revenue* may not equal its sub-totals above 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)*.

[15] In contrast to previous *Digests*, all revenues and revenue distributions in the current *Digest* are rounded off to the nearest thousand.

[16] Includes revenue from paper bingo, electronic bingo, and slot machines at bingo facilities.

[17] 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 licence granted by the AGLC. As such, only revenue from electronic bingo and casino slot machines is included in Table 5 (including revenue from slot machines at summer fair casinos and other temporary exhibitions). Revenue from paper bingo and casino table games is included in Table 7.

[18] There were no bingo revenues reported for Saskatchewan in 2007-08 even though there were bingo facilities (Table 1) because all bingo revenues went to charity, not to government.

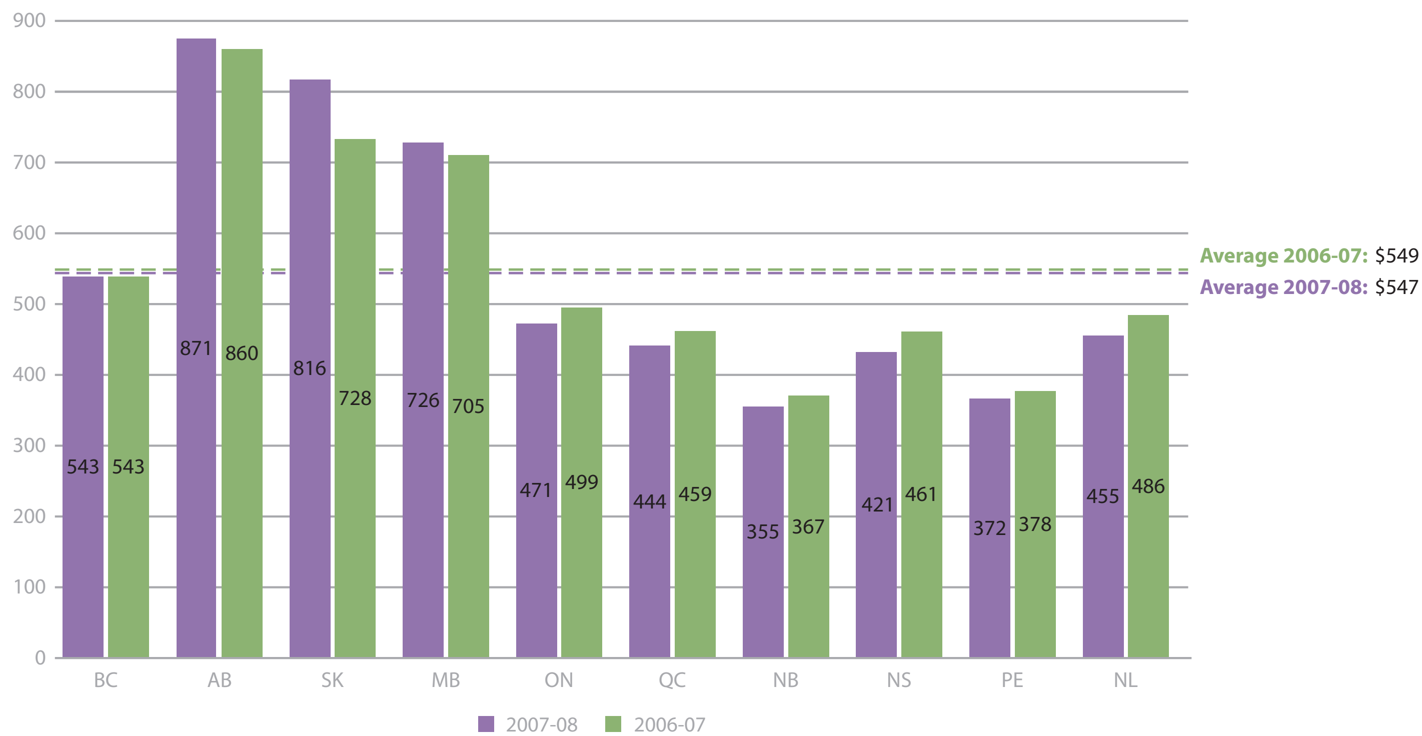
[19] There were bingo revenues reported for Manitoba in 2007-08 but no bingo facilities (Table 1) because the revenues were derived from the full-time bingo areas at the two government-operated casinos.

[20] See footnote 17.

[21] 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.

Chart 1 presents the amount of total government-operated gaming revenue that was generated per person 18 years and over in 2007-08. As the chart shows, the amount ranged from a low of $355 in New Brunswick to a high of $871 in Alberta. Across the country overall, the average was $547. This is slightly lower than the $549 reported in 2006-07 (CPRG, 2008a).

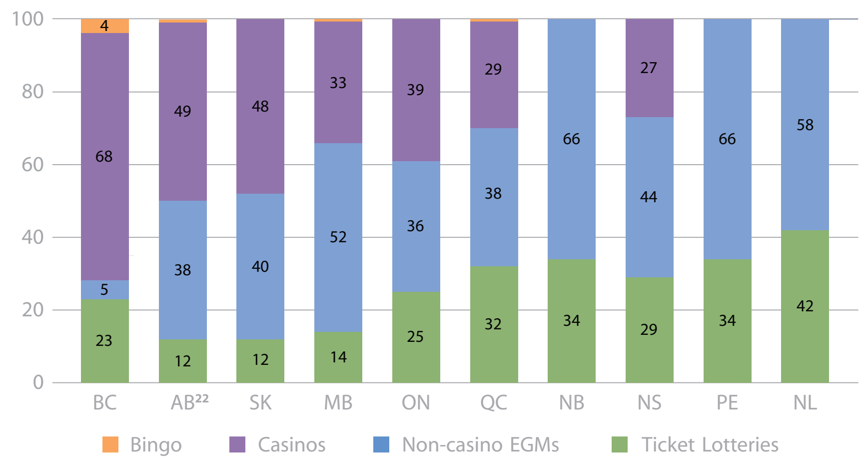
Chart 1. Total Government-operated Gaming Revenue per Person 18+



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. Revenue measured as wagers less prizes, before operating expenses deducted.

Chart 2 shows the percentage of total government-operated gaming revenue that was derived from the major gaming sectors in 2007-08. As can be seen, non-casino EGMs and casinos accounted for the greatest proportion of revenue, while bingo 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:** 29%. **Average non-casino EGMs:** 44%. **Average ticket lotteries:** 26%. **Note:** *Non-casino EGMs* include VLTs in bars and lounges, slots or VLTs at racetracks, and slots at bingo facilities. Revenue measured as wagers less prizes, before operating expenses deducted. 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 2007-08 (revenue measured as wagers less prize payouts, before operating expenses deducted). As can be seen, revenue was by far the highest in Ontario ($252,686,000), while it was lowest in Newfoundland and Labrador ($362,000). Across the country overall, total horse racing revenue was approximately $403,720,000. This is roughly $1,683,210 more than the $402,036,790 reported in 2006-07 (CPRG, 2008a).

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+	3,522,582	2,681,837	760,965	906,664	10,043,629	6,169,419	605,095	752,330	108,998	409,878
Total Revenue 2007-08	**50,530,000**	**43,314,000**	**3,221,000**	**8,099,000**	**252,686,000**	**39,433,000**	**1,444,000**	**2,802,000**	**1,829,000**	**362,000**
Total Revenue 2006-07	48,068,317	40,857,889	3,054,050	7,795,227	255,182,328	40,667,392	1,393,032	2,751,954	1,917,613	348,988
% Change	5.1	6.0	5.5	3.9	-1.0	-3.0	3.7	1.8	-4.6	3.7

Total revenue 2007-08: $403,720,000. Total revenue 2006-07: $402,036,790. Overall change: +0.4%. **Note:** 2007-08 figures rounded off to the nearest thousand.

[22] Bingo percentage is calculated from *electronic* bingo revenue only; *paper* bingo is conducted and managed by charitable or religious organizations, not the provincial government. Casino percentage is calculated from casino *slot machine* revenue only (including revenue from slot machines at summer fair casinos and other temporary exhibitions). Casino *table games* are conducted and managed by charitable or religious organizations, not the provincial government.

Table 7 shows the total amount of revenue that was generated from charity-operated gaming in 2007-08 (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 ($197,464,000). Based on the data available, total charity-operated gaming revenue was highest in Ontario and Alberta ($436,000,000 and $340,547,000), and lowest in Newfoundland and Labrador ($15,407,000). Although difficult to determine exactly because of the unavailability of data in some provinces, total charity-operated gaming revenue across the country was at least $1,013,989,000. This is roughly $48,730,868 less than the estimated $1,062,719,868 reported in 2006-07 (CPRG, 2008a).

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+	3,522,582	2,681,837	760,965	906,664	10,043,629	6,169,419	605,095	752,330	108,998	409,878
Bingo	3,633,000	60,172,000[23]	19,980,000	11,862,000	149,000,000	Unavailable	12,074,000	15,146,000	3,360,000	5,957,000
Break Open / Pull-tickets	0	9,868,000	3,202,000	1,353,000	101,000,000	Unavailable	120,000	39,000	64,000	2,066,000
Casinos	594,000	197,464,000[24]	2,000	0	0	0	49,000	0	Unavailable	32,000
Poker	6,000	25,216,000[25]	193,000	184,000	0	0	0	0	0	Unavailable
Raffles	66,890,000	73,043,000[26]	19,074,000	7,293,000	186,000,000	30,907,000	8,094,000	17,449,000	Unavailable	6,855,000
Other	482,000	0	0	-15,000	Unavailable	0	0	Unavailable[27]	Unavailable	497,000
Total Revenue 2007-08	**71,605,000**	**340,547,000[28]**	**42,451,000**	**20,677,000**	**436,000,000**	Unavailable	**20,337,000**	**32,634,000**	**Unavailable**	**15,407,000**
Total Revenue 2006-07	70,923,456	297,816,000	44,533,197	20,348,800	489,000,000	67,073,841	19,272,567	34,288,000	Unavailable	16,143,765
% Change	1.0	14.3	-4.7	1.6	-10.8	N/A	5.5	-4.8	N/A	-4.6

Total revenue 2007-08: $1,013,989,000. Total revenue 2006-07: $1,062,719,868. Overall change: -4.6%. **Note:** 2007-08 figures rounded off to the nearest thousand. 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 licences issued by First Nations and local municipalities.

[23] 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 licence granted by the AGLC. As such, *Bingo* and *Casino* revenue in Table 7 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.

[24] See footnote above.

[25] Alberta does not issue licences for charitable poker events; however, charities receive the rake (maximum $5 per hand or 10% from tournaments) from all poker games played at gaming venues in the province (e.g., casinos).

[26] Figure is significantly higher than that reported in previous fiscal years because the previous figures did not include revenue from raffles with gross sales under $10,000.

[27] Current gaming regulations do not require holders of these licence types to report on financial results.

[28] Figure does not equal its subtotals ($365,763,000) because poker revenues are included with casino revenues and are therefore not counted twice.

Chart 3 shows the percentage of revenue generated from total government-operated, horse race, and charity-operated gaming across Canada in 2007-08 when all three sources of revenue are combined (revenue measured as wagers less prize payouts, before operating expenses deducted). As can be seen, government-operated gaming contributed by far the most to overall revenue (90.5%), while horse racing contributed the least (2.7%).

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

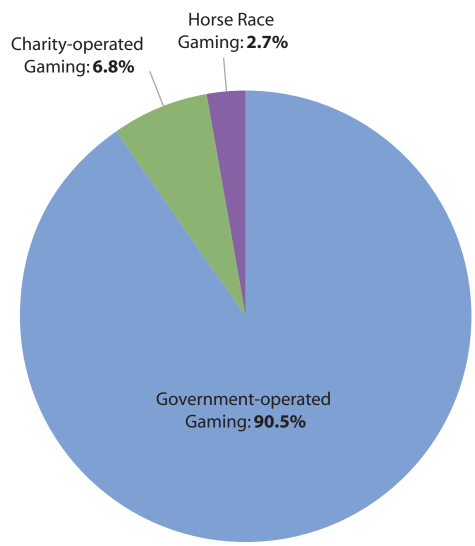


Table 8 presents the amount of net gaming revenue that went to provincial governments across the country in 2007-08 (revenue measured as wagers less prize payouts and operating expenses).[29] As can be seen, net revenue from bingo was highest in British Columbia ($63,228,000) and lowest in Manitoba ($4,386,000). Net casino revenue was highest in Alberta and British Columbia ($793,637,000 and $761,765,000), while it was lowest in Nova Scotia and Manitoba ($32,737,000 and $48,150,000). Alberta had the highest net EGM revenues ($1,543,376,000), while Prince Edward Island had the lowest ($11,428,000). Net horse racing and ticket lottery revenues were highest in Ontario ($34,124,000 and $704,282,000); the former, however, was lowest in Newfoundland and Labrador ($152,000), while the latter was lowest in Prince Edward Island and Saskatchewan ($4,905,000 and $5,388,000). Total net revenue to government was highest in Alberta and Ontario ($1,793,275,000 and $1,788,688,000), and lowest in Prince Edward Island ($17,163,000). Across the country overall, total net gaming revenue to government was at least $7,001,220,000. This is approximately $166,126,955 more than the $6,835,093,045 reported in 2006-07 (CPRG, 2008a).

Table 8. Net Gaming Revenue to Government

(Revenue after prizes and expenses paid)

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
Bingo										
Total Bingo Revenue	63,228,000[30]	8,785,000[31]	0	4,386,000	0	0[32]	0	0	0	0
Casinos										
Total Casino Revenue	761,765,000	793,637,000[33]	103,765,000	48,150,000[34]	246,640,000[35]	159,807,000	0	32,737,000	0	0
EGMs (All Venues)										
Slots	688,200,000	840,605,000	Unavailable	136,231,000[36]	Unavailable	Unavailable	0	30,469,000	Unavailable	0
VLTs	0	702,771,000	185,188,000	190,592,000	0	668,285,000	95,022,000	94,935,000	11,428,000	65,595,000
Total EGM Revenue	688,200,000	1,543,376,000	185,188,000	326,823,000	Unavailable	668,285,000	95,022,000	125,404,000	11,428,000	65,595,000
Horse Racing										
Total (Tax) Revenue	1,878,000[37]	9,919,000	1,148,000	3,045,000	34,124,000	11,000,000	635,000	1,353,000	830,000	152,000
Ticket Lotteries										
Internet	2,216,000	0	0	0	0	0	Unavailable	Unavailable	Unavailable	Unavailable
Non-Internet	262,000,000	231,195,000	5,388,000[38]	58,040,000	704,282,000	475,484,000	Unavailable	Unavailable	Unavailable	Unavailable
Total Lottery Revenue	264,216,000	231,195,000	5,388,000	58,040,000	704,282,000	475,484,000	33,211,000	40,418,000	4,905,000	32,671,000
Total Revenue										
Total Revenue 2007-08	**1,091,087,000**	**1,793,275,000**	**295,489,000**	**304,213,000**	**1,788,688,000**[39]	**1,314,576,000**	**128,868,000**	**169,443,000**	**17,163,000**[40]	**98,418,000**
Total Revenue 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
% Change	7.1	6.8	13.5	5.1	-2.4	-1.5	6.0	-3.8	1.4	-7.0

Total revenue 2007-08: $7,001,220,000. Total revenue 2006-07: $6,835,093,045. Overall change: +2.4%. N**ote:** 2007-08 figures rounded off to the nearest thousand. 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 some provinces 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 above 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)*.

[29] 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 Table 8 due to provincial legislation governing commissions, etc.

[30] Includes revenue from paper bingo, electronic bingo, and slot machines at bingo facilities.

[31] 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 licence granted by the AGLC. As such, only net revenue from electronic bingo and casino slot machines is included in Table 8 (including revenue from slot machines at summer fair casinos and other temporary exhibitions). Net revenue from paper bingo and casino table games is included in Table 9.

[32] All net bingo revenue ($1,935,000) went to charity, not to government.

[33] See footnote 31.

[34] Does not include revenue from the First Nation *Aseneskak* or *South Beach* casinos. All revenue from First Nation casinos in Manitoba go to First Nation operators, not the provincial government.

[35] Does not include table game revenue from the *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.

[36] See footnote 34.

[37] Although $6,656,000 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 administrating horse racing). The remainder was directed to the horse race industry.

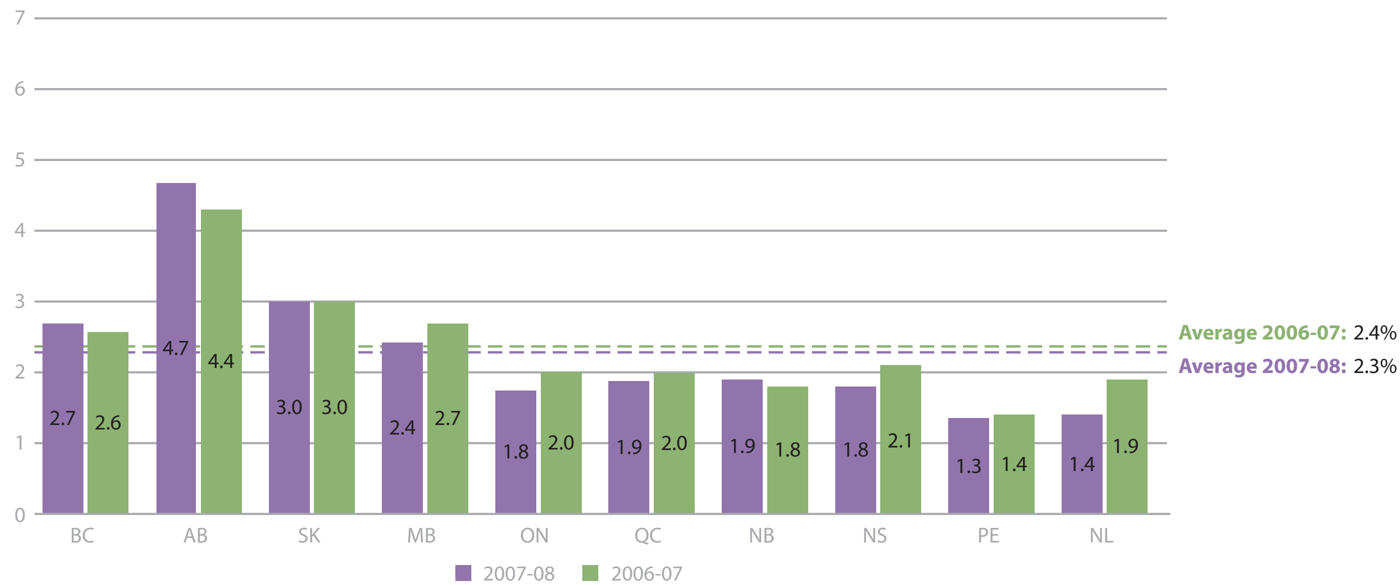
[38] Licensing fee – the only lottery revenue that goes to the provincial government.

[39] Includes revenue from all slot machines in the province.

[40] Does not include slot machine revenue from *Charlottetown Driving Park Entertainment Centre*, which was unavailable.

Chart 4 shows the percentage of provincial revenue derived from gaming in 2007-08. As the chart shows, the figure ranged from a low of 1.3% in Prince Edward Island to a high of 4.7% in Alberta. Across the country overall, the average was 2.3%. This is slightly lower than the 2.4% reported in 2006-07 (CPRG, 2008a).

Chart 4. Percentage of Provincial Revenue Derived from Gaming



Average percentage 2007-08: 2.3%. Average percentage 2006-07: 2.4%. Overall change: -0.1% **Note:** 2007-08 data calculated from Table 8 and provincial public accounts (see References). 2006-07 data taken from *Canadian Gambling Digest 2006-2007* (CPRG, 2008a).

Table 9 shows the amount of net revenue that went to charitable organizations from their gaming activities in 2007-08 (revenue measured as wagers less prize payouts and operating expenses). Based on the data available, revenues were highest in Ontario and Alberta ($175,000,000 and $145,376,000). They were lowest in Newfoundland and Labrador, as well as Manitoba ($10,496,000 and $12,136,000). Across the country overall, charitable organizations earned at least $462,485,000 from their gaming operations in 2007-08. This is approximately $44,533,063 less than the $507,018,063 reported in 2006-07 (CPRG, 2008a).

Table 9. Net Gaming Revenue to Charitable Organizations

(Revenue after prizes and expenses paid)

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
Bingo	2,816,000	17,485,000[41]	10,217,000	6,415,000	65,000,000	Unavailable	7,744,000	9,079,000	1,368,000	3,516,000
Break Open / Pull-ticket	0	7,494,000	2,326,000	949,000	39,000,000	Unavailable	65,000	6,000	11,000	1,720,000
Casino	252,000	72,558,000[42]	0	0	0	0	36,000	0	Unavailable	24,000
Poker	6,000	6,304,000	143,000	119,000	0	0	0	0	0	Unavailable
Raffle	28,260,000	47,839,000[43]	12,909,000	4,653,000	71,000,000	25,130,000	6,648,000	12,126,000	Unavailable	4,906,000
Other	335,000	0	0	0	Unavailable	0	0	Unavailable[44]	Unavailable	330,000
Total Revenue 2007-08	**31,669,000**	**145,376,000[45]**	**25,595,000**	**12,136,000**	**175,000,000**	Unavailable	**14,493,000**	**21,211,000**	Unavailable	**10,496,000**
Total Revenue 2006-07	43,040,304	122,696,000	24,470,913	11,180,200	213,000,000	45,996,904	13,714,239	22,994,000	Unavailable	8,654,139
% Change	-26.4	18.5	4.6	8.5	-17.8	N/A	5.7	-7.8	N/A	21.3

Total revenue 2007-08: $462,485,000. Total revenue 2006-07: $507,018,063. Overall change: -8.8%. **Note:** 2007-08 figures rounded off to the nearest thousand. 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 licences issued by First Nations and local municipalities.

[41] 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 licence granted by the AGLC. As such, *Bingo* and *Casino* revenue in Table 9 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. In addition to the revenue that charities earned from their bingo operations in 2007-08, they also received commissions on electronic bingo and Keno sales, as well as additional proceeds from electronic bingo and Keno distributed through the Alberta Lottery Fund. In 2007-08, this amounted to $7,960,000 from electronic bingo and $512,000 from Keno.

[42] Charities also received a commission on revenue from government-operated slot machines and Keno at casinos. These commissions were $171,314,000 and $24,000, respectively.

[43] Figure is significantly higher than that reported in previous fiscal years because the previous figures did not include revenue from raffles with gross sales under $10,000.

[44] Current gaming regulations do not require holders of these types of licences to report on financial results.

[45] Figure does not equal its subtotals ($151,680,000) because poker revenues are included with casino revenues and are therefore not counted twice.

Revenue Distributions

Table 10 shows the amount of government gaming revenue that was distributed to charity, problem gambling, and responsible gaming in 2007-08. As can be seen, British Columbia and Ontario distributed the most to charity ($147,300,000 and $112,330,000), while Ontario and Québec distributed the most to problem gambling ($37,240,000 and $23,139,000). The greatest distributions to responsible gaming were in Québec and Ontario ($11,109,000 and $6,867,000). Across the country overall, distributions to charity, problem gambling, and responsible gaming were at least $372,403,000, $77,505,000, and $23,313,000, respectively. In 2006-07, these amounts were $346,483,343, $81,077,232, and $20,812,294 (CPRG, 2008a).

Table 10. Distributions to Charity, Problem Gambling, and Responsible Gaming

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
Charity Distributions										
Total Charity 2007-08	**147,300,000**	Unavailable[46]	**65,139,000**	**7,000,000**[47]	**112,330,000**	**36,500,000**	**1,200,000**	**2,934,000**	0	Unavailable[48]
Total Charity 2006-07	144,480,270	Unavailable	47,954,073	6,700,000	108,495,000	36,500,000	1,200,000	1,154,000	0	Unavailable
% Change	2.0	N/A	35.8	4.5	3.5	0.0	0.0	154.2[49]	N/A	N/A
Problem Gambling (Health) Distributions										
Awareness Prevention	1,489,000	Unavailable	1,677,000	1,407,000	9,040,000	4,600,000	200,000	1,018,000	Unavailable	Unavailable
Research	340,000	1,500,000	100,000	271,000	4,000,000	1,400,000	18,000	565,000	Unavailable	Unavailable
Treatment	2,524,000	Unavailable	1,738,000	1,028,000	24,200,000	15,100,000	532,000	2,764,000	140,000	Unavailable
Other	486,000	Unavailable	485,000	0	0	2,039,000	7,000	477,000	Unavailable	Unavailable
Total Problem Gambling 2007-08	**4,839,000**[50]	Unavailable	**4,000,000**[51]	**2,706,000**	**37,240,000**	**23,139,000**	**757,000**	**4,824,000**	Unavailable	Unavailable
Total Problem Gambling 2006-07	4,274,000	6,038,059	4,000,000	2,630,000	36,650,000	21,780,344	757,000	4,947,829	Unavailable	Unavailable
% Change	13.2	N/A	0.0	2.9	1.6	6.2	0.0	-2.5	N/A	N/A
Responsible Gaming (Industry) Distributions										
Total Responsible Gaming 2007-08	**558,000**	**1,077,000**	Unavailable	**340,000**	**6,867,000**	**11,109,000**[52]	**206,000**	**3,024,000**	**39,000**	**93,000**
Total Responsible Gaming 2006-07	858,000	922,072	Unavailable	300,000	7,800,000	7,500,000	134,522	3,143,000	31,476	123,224
% Change	-35.0	16.8	N/A	13.3	-12.0	48.1	53.1	-3.8	23.9	-24.5

Total charity distributions 2007-08: $372,403,000. Total charity distributions 2006-07: $346,483,343. Overall change: +7.5%. **Total problem gambling distributions 2007-08:** $77,505,000. Total problem gambling distributions 2006-07: $81,077,232. Overall change: -4.4%. **Total responsible gaming distributions 2007-08:** $23,313,000. Total responsible gaming distributions 2006-07: $20,812,294. Overall change: +12.0%. **Note:** Distributions in Table 10 reflect areas related to gambling provision in some way; there may be distributions to other areas not reflected in the table. 2007-08 figures rounded off to the nearest thousand. *Charity* distributions refer to the money given to charity and other non-profit organizations through a distinct grants-based system. The distributions should not be confused with revenue earned through *charity-operated gaming*, whereby 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.

[46] Revenue from slot machines, VLTs, and lottery tickets in the province went into the Alberta Lottery Fund. The funds were allocated to granting foundations and ministries, which in turn distributed the funds to various volunteer, public, and community-based organizations. The specific amounts distributed to charity are unavailable.

[47] Revenue from the Manitoba Lotteries Corporation (MLC) is directed to a general revenue fund for distribution to charity. It does not go to charity directly.

[48] All revenue received by the province is deposited into 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.

[49] Nova Scotia's charity distributions have increased by 154.2% as a result of a full year of operation of the Nova Scotia Gaming Corporation (NSGC)'s *Support4Sport* Program which was launched in 2006-07. This money is used to buy sports equipment, create recreation/participation programming for all ages, support performance training programs for competitive athletes, and hire coaches at all levels.

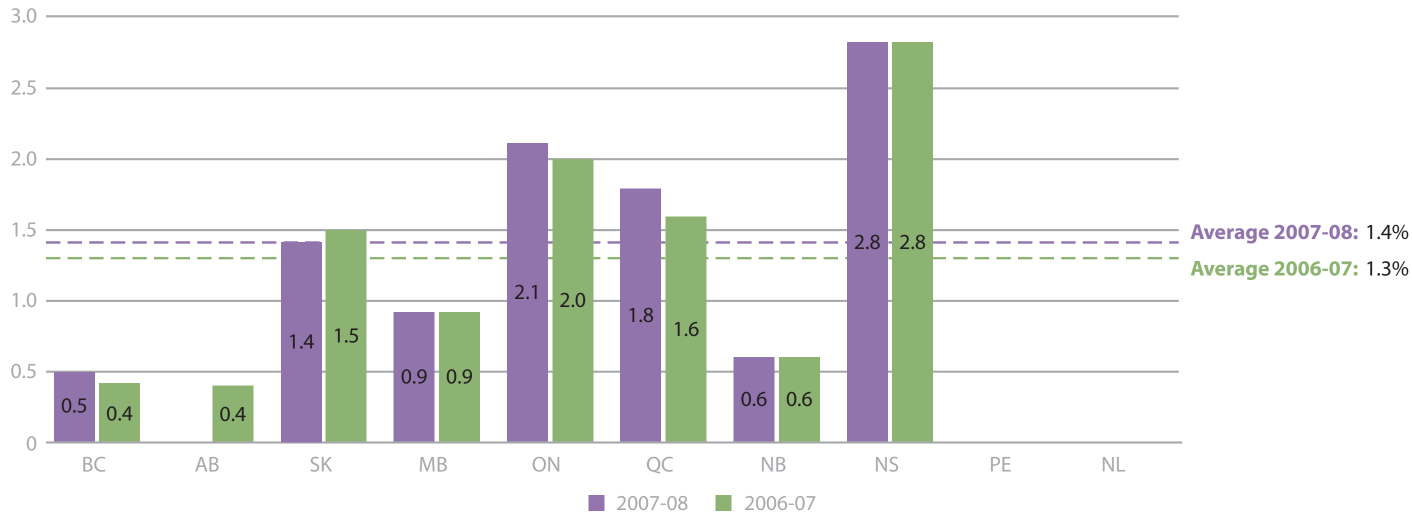
[50] Funds for problem gambling initiatives are distributed by the provincial gaming regulator, not a government health ministry or department.

[51] In Saskatchewan, both the provincial government and the Federation of Saskatchewan Indian Nations (FSIN) allocate funds to problem gambling initiatives. In 2007-08, the *provincial government* distributions were $2.5 million: $800,000 to awareness, $100,000 to research, $1,300,000 to treatment, and $300,000 to other areas. The *FSIN* distributions were unavailable, so the remaining $1.5 million presented in Table 10 is an estimate only, based on distributions in previous fiscal years and information gathered from the FSIN website.

[52] 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.

Chart 5 shows the percentage of government gaming revenue that was distributed to problem gambling in 2007-08. As can be seen, the figure was highest in Nova Scotia (2.8%), followed by Ontario (2.1%). Across the country overall, the average was 1.4%. This is slightly higher than the 1.3% that was reported in 2006-07 (CPRG, 2008a).

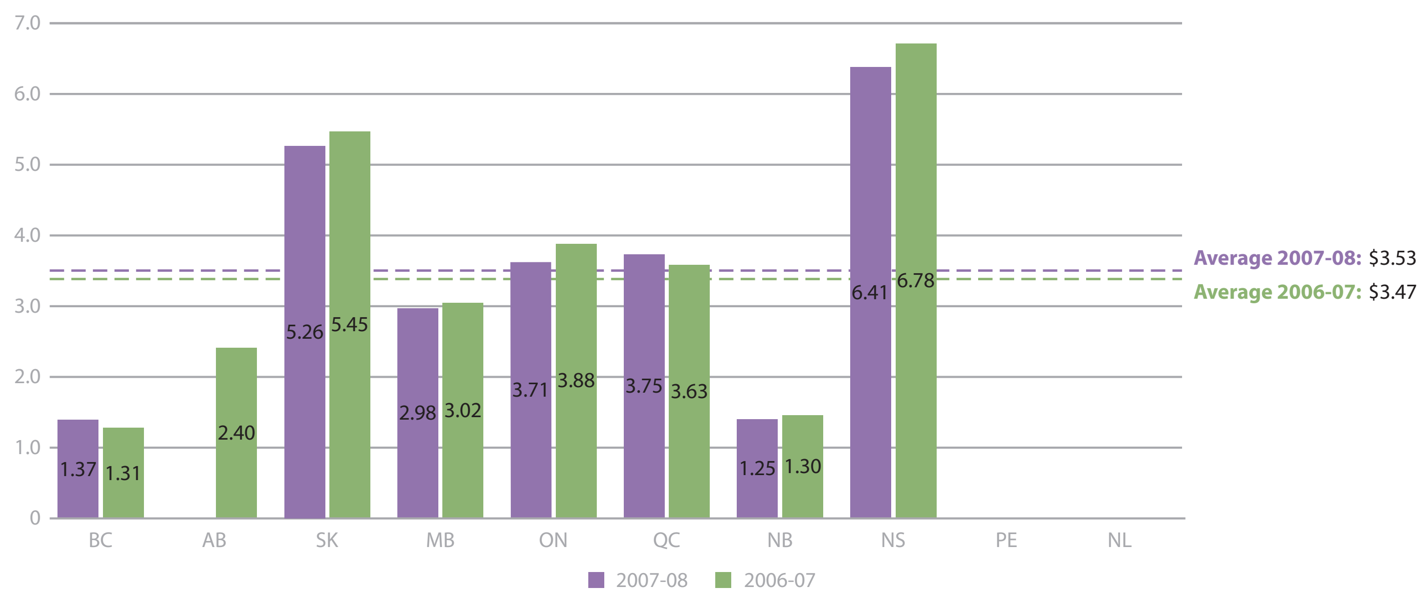
Chart 5. Percentage of Government Gaming Revenue Distributed to Problem Gambling



Note: Figures represent *Total Problem Gambling Distributions* in Table 10 divided by *Total Revenue* in Table 8. Figures for Prince Edward Island and Newfoundland and Labrador are unavailable and thus not included in Chart 5.

Chart 6 shows the amount of government gaming revenue that was distributed to problem gambling per person 18 years and over in 2007-08. As can be seen, the figure was highest in Nova Scotia ($6.41), followed by Saskatchewan ($5.26). Across the country overall, the average was $3.53. In 2006-07, the average was $3.47 (CPRG, 2008a).

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



Note: 2007-08 figures represent *Total Problem Gambling Distributions* in Table 10 divided by the population 18+. Figures for Prince Edward Island and Newfoundland and Labrador are unavailable and thus not included in Chart 6.

Table 11 shows the amount of government gaming revenue that was distributed to federal and municipal governments in 2007-08. As can be seen, Ontario distributed the most to the former ($24,921,000), while British Columbia distributed the most to the latter ($83,023,000). Across the country overall, distributions to federal and municipal governments were $63,597,000 and $182,007,000, respectively. In 2006-07, these amounts were $62,902,764 and $170,523,906 (CPRG, 2008a).

Table 11. Distributions to Federal and Municipal Governments

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
Total Federal 2007-08	**8,516,000**	**6,852,000**	**1,849,000**	**2,327,000**	**24,921,000**	**15,003,000**	**1,287,000**	**1,641,000**	**226,000**	**975,000**
Total Federal 2006-07	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
% Change	1.2	2.5	2.6	1.5	0.7	0.4	-0.2	-1.3	-1.3	16.1
Total Municipal 2007-08	**83,023,000**	**0**	**0**	**19,200,000**	**79,384,000**	**0**	**0**	**0**	**400,000**	**0**
Total Municipal 2006-07	76,112,473	0	0	17,700,100	76,314,000	0	0	0	397,333	0
% Change	9.1	N/A	N/A	8.5	4.0	N/A	N/A	N/A	0.7	N/A

Total federal distributions 2007-08: $63,597,000. Total federal distributions 2006-07: $62,902,764. Overall change: +1.1%. **Total municipal distributions 2007-08:** $182,007,000. Total municipal distributions 2006-07: $170,523,906. Overall change: +6.7%. **Note:** 2007-08 figures rounded off to the nearest thousand. *Federal* distributions refer to the annual payments that provincial lottery corporations make 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 that provinces pay 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.

Gambling Participation

The percentage of adult Canadians who have participated in different types of gambling activities in the past year is generally 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 12 and 13 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 (87%) and Saskatchewan (86.6%), while it is lowest in Ontario (63.3%). According to the national survey, it is highest in Québec (79%) and lowest in Alberta (72%)[53]. 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 12. 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	6,007	3,604	8,842	800	2,500	1,000	2,596
Year of Survey	2002	2001	2001	2006	2005	2002	2001	2007	2005	2005
Activity (%)										
Bingo	8.0	8.5	8.4	12.9	4.8	9.0	11.0	11.6	6.9	11.0
Bookies	In Sports Events	0.3	0.2	0.2	0.4	0.2	–	–	0.4	In Sports Events
Cards	20.0	9.2	10.8	18.0	8.5	10.5	9.0	8.5	12.2	5.9
Casino Slots	27.0[54]	15.9[55]	20.3	23.9	16.5	16.3	9.0	15.5	6.1	5.0[56]
Casino Table Games	In Casino Slots	5.7	7.3	6.4	6.5	7.5	3.0	3.6	3.7	In Casino Slots
Charities	49.0	49.5	63.7	75.3	28.7	39.6	38.0	50.5	50.4	45.2
EGMs (Non-casino)	3.0	13.4[57]	17.7	27.7	8.9	7.8	15.0	13.6	8.4	11.4
Games of Skill	In Cards	6.5	6.8	–	3.7	6.0	–	1.8	2.3	3.8
Horse Racing	8.0	4.7	2.7	7.3	4.1	1.9	2.0	1.3	7.4	< 1
Internet	2.0	0.3	0.2	1.5	1.7	0.3	<1.0	0.2	0.7	< 1
Scratch/Instant Win	In Lotteries	29.2	27.5	41.7	24.9	37.0	40.0	49.8	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	12.2	4.2	1.4	6.0	3.8	5.5	3.4
Sports Lotteries	5.0	3.1	5.3	6.6	4.3	2.4	4.0	3.8	2.8	3.3
Ticket Lotteries	74.0	61.8	62.6	74.4	52.4	68.1	67.0	69.9	66.6	72.1
Any Activity	**85.0**	**82.0**	**86.6**	**85.6**	**63.3**	**81.0**	**81.0**	**87.0**	**82.0**	**84.0**

Average any activity: 81.8%. **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 12% 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.

[53] Provincial and national survey data may differ because of differences in research methodology.

[54] Includes participation in casino table games.

[55] Includes participation in racetrack slot machines.

[56] Includes participation in casino table games.

[57] Participation in VLTs only. Participation in racetrack slot machines is included in *Casino Slots*.

Table 13. 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	2E	5	6	2	2E	1E	11	1E
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
Any Activity	**75**	**72**	**76**	**74**	**75**	**79**	**76**	**78**	**75**	**75**

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.

Problem Gambling Prevalence

The next two tables present the problem gambling prevalence data from the provincial and national surveys discussed in Tables 12 and 13 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 6.1% in Manitoba. According to the national survey, it ranges from 1.6% in both Québec and New Brunswick to 3.1% in Manitoba.[58] Across the country overall, data from the two survey types together suggest that approximately 2.5 to 3.8 percent of adult Canadians can be classified as moderate risk or problem gamblers.

Table 14. 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	6,007	3,604	8,842	800	2,500	1,000	2,596
Year of Survey	2002	2001	2001	2006	2005	2002	2001	2007	2005	2005
CPGI Levels (%)										
Non-gamblers	15.0	18.0	13.4	14.4	36.6	19.6	19.0	13.0	18.1	15.6
Non-problem Gamblers	69.3	67.0	71.4	69.9	54.1	78.6	72.9	80.9	79.1	74.9
Low-risk Gamblers	11.1	9.8	9.3	9.6	5.8	In Non-Problem	4.9	3.6	1.2	6.1
Moderate Risk Gamblers	4.2	3.9	4.7	4.7	2.6	1.0	1.8	1.6	0.7	2.2
Problem Gamblers	0.4	1.3	1.2	1.4	0.8	0.7	1.4	0.9	0.9	1.2
Total Moderate Risk and Problem	**4.6**	**5.2**	**5.9**	**6.1**	**3.4**	**1.7**	**3.2**	**2.5**	**1.6**	**3.4**

Average moderate risk and problem: 3.8%. **Note:** The CPGI (Canadian Problem Gambling Index) is a standardized instrument used to measure problem gambling in the general population (Ferris & Wynne, 2001).

Table 15. 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^E	2.5	1.8^E	2.8^E
Moderate Risk Gamblers	1.4	1.6	1.9^E	2.5	1.6	1.3^E	1.1^E	1.1^E	1.3^E	1.4^E
Problem Gamblers	0.5^E	0.5^E	1.1^E	0.6^E	0.4^E	0.3^E	F	0.8^E	F	F
Total Moderate Risk and Problem	**2.0**	**2.2**	**3.0**	**3.1**	**2.0**	**1.6^E**	**1.6^E**	**1.9^E**	**1.7^E**	**2.0^E**

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.

[58] Provincial and national survey data may differ because of differences in research methodology.

Helpline Calls, Clients, Counsellors

Table 16 presents the number of phone calls made to provincial problem gambling helplines in 2007-08. 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 that were available. Overall, 45,277 helpline calls were made in total across the country – the majority being for one's own gambling problems and for miscellaneous reasons. At least 16,989 individuals sought treatment from problem gambling counselling services – mainly for their own, as opposed to someone else's, gambling. There were approximately 358 FTE problem gambling counsellors available to meet this demand. In 2006-07, the number of helpline calls, clients, and counsellors were at least 49,198, 17,144, and 382, respectively (CPRG, 2008a).

Table 16. Helpline Calls, Clients, Counsellors

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
Population 18+	3,522,582	2,681,837	760,965	906,664	10,043,629	6,169,419	605,095	752,330	108,998	409,878
Helpline Calls										
Own Problem	3,672	647	663	979	1,741	7,291	444	Unavailable[59]	Unavailable	Unavailable
Other's Problem	537	310	211	339	1,062	1,607	32	Unavailable[60]	Unavailable	Unavailable
Total Problem	4,209	957	874	1,318	2,803	8,898	476	Unavailable	Unavailable	Unavailable
Miscellaneous	1,447	1,037	619	1,905	15,854	1,172	990	Unavailable[61]	Unavailable	Unavailable
Total Calls 2007-08	**5,656**	**1,994**	**1,493**	**3,223**	**18,657**	**10,070**	**1,466**	**2,718**	Unavailable	Unavailable
Total Calls 2006-07	5,696	2,233	1,972	3,260	19,948	11,467	1,278	3,344	Unavailable	Unavailable
% Change	-0.7	-10.7	-24.3	-1.1	-6.5	-12.2	14.7	-18.7	N/A	N/A
Counselling Clients										
Own Problem	1,306	1,752	339	398	3,919	5,178	344	277	Unavailable	Unavailable
Other's Problem	537	315	25	72	1,236	1,027	Unavailable	108	Unavailable	Unavailable
Total Clients 2007-08	**1,843**	**2,067**	**365**[62]	**470**	**5,695**[63]	**6,205**	Unavailable	**382**	Unavailable	Unavailable
Total Clients 2006-07	1,017	2,359	335	522	5,884	6,687	Unavailable	Unavailable	Unavailable	Unavailable
% Change	81.2	-12.4	9.0	-10.0	-3.2	-7.2	N/A	N/A	N/A	N/A
FTE Counsellors										
Total Counsellors 2007-08	**45**[64]	Unavailable	**16**	**9.5**	**99**	**150**	**7**	**31**[65]	Unavailable	Unavailable
Total Counsellors 2006-07	45	24	16	9.5	99	150	7	31	Unavailable	Unavailable
% Change	0.0	N/A	0.0	0.0	0.0	0.0	0.0	0.0	N/A	N/A

Total helpline calls 2007-08: 45,277. Total helpline calls 2006-07: 49,198. Overall change: -8.0%. **Total counselling clients 2007-08:** 16,989. Total counselling clients 2006-07: 17,144. Overall change: -0.9%. **Total FTE counsellors 2007-08:** 358. Total FTE counsellors 2006-07: 382. Overall change: -6.3%. **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.

59 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 2,718 total, though, as the total includes all calls made to the helpline, whether they were from first-time or repeat callers.

60 See footnote above.

61 The reason why someone called the helpline was only tracked for first-time callers. Of all first-time calls, 51% fell into the miscellaneous category. This percentage cannot be applied to the 2,718 total, though, as the total includes all calls made to the helpline, whether they were from first-time or repeat callers.

62 Figure does not equal its sub-totals because it includes one client whose reason for seeking treatment was unknown.

63 Figure does not equal its sub-totals because it includes 540 clients whose reason for seeking treatment was unknown.

64 Figure represents the total number of service providers contracted by the province to counsel clients and provide information on problem and responsible gambling issues.

65 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.

On-site Support Centres

Table 17 shows the number of on-site support centres that were available at gaming venues across the country in 2007-08. It also shows their operating hours, staff availability, and number of people who visited the centres for responsible gambling purposes (e.g., community resources, self-exclusion information, etc.). As can be seen, all provinces except New Brunswick and Newfoundland and Labrador had at least one of these centres. The most were in Alberta and British Columbia (8 and 7); the least were in Saskatchewan and Prince Edward Island (1 each). Across the country overall, there were 25 centres in total, with approximately 42 full-time equivalent (FTE) staff members. At least 64,446 people visited the centres for responsible gambling purposes.

Table 17. On-site Support Centres

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
Population 18+	3,522,582	2,681,837	760,965	906,664	10,043,629	6,169,419	605,095	752,330	108,998	409,878
Quantity										
At Casinos	7	7	1	2	2	2	0	2	0	0
At Racetracks with Slots or VLTs	0	1	0	0	0	0	0	0	1	0
At Other Gaming Venues	0	0	0	0	0	0	0	0	0	0
Total Centres	**7**	**8**	**1**	**2**	**2**	**2**	**0**	**2**	**1**	**0**
Operating Hours										
Hours Open per Week	**134**	**119**	**133**	**48**[66]	**168**	**76**	**0**	**94.5**	**64**	**0**
Staff Availability										
Total FTE Staff	**8**	**8**	**1**	**2.5**	**14**	**2**	**0**	**5**	**1**	**0**
Always Staffed When Open	No	No	No	Yes	Yes	Yes	0	Yes	No[67]	0
Number of Visitors for Responsible Gambling Purposes										
Total Responsible Gambling Visitors	Unavailable	**12,474**	Unavailable[68]	**5,285**	**9,146**	**32,358**	**0**	**4,941**	**242**	**0**

Total centres: 25. **Total FTE staff:** 42. **Total visitors for responsible gambling purposes:** 64,446. **Note:** *On-site support centres* are dedicated rooms or areas in a gaming venue that offer information, referral, and/or counselling to patrons for responsible gambling purposes. The particular name of the centres varies considerably across provinces. In British Columbia, they are called *Responsible Play Information Centres*. In Alberta, they are called *Responsible Gambling Information Centres*. In Saskatchewan, Manitoba, and Prince Edward Island, they are called *Responsible Gaming Information Centres*. In Ontario and Nova Scotia, they are called *Responsible Gaming Resource Centres*. In Québec, they are called *Centres du Hasard*. Some centres may attract more visitors than others because of where they are located in the gaming venue, their operating hours, give-aways, etc.

[66] Responsible Gaming Information Centre staff are on call all other hours the casino is open.

[67] People can use the tools in the Responsible Gaming Information Centre during all hours of operation, but the centre is not staffed at all times.

[68] Number of visitors to the Responsible Gaming Information Centre is not tracked. Interactions of a responsible gambling nature may take place at a variety of locations on the gaming floor.

Digest 2007-08 vs. Digest 2006-07: Overview

Venues, Games, Charitable Gaming Licences

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL	CANADA
Venues	▼	▲	▼	▼	▼	▼	▼	▼	▼	▼	▼
Games	▲	▲	▲	▲	▲	▼	▼	▼	▼	▼	▲
Charitable Gaming Licences	▲	▼	▼	▼	▲	▼	▲	▲	▼	▲	▲

Note: ▼ indicates a decrease from 2006-07 to 2007-08. ▲ indicates an increase from 2006-07 to 2007-08.

Revenues

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL	CANADA
Total Government-operated Gaming Revenue	▲	▲	▲	▲	▲	▼	▲	▼	▲	▼	▲
Revenue per Person 18+	–	▲	▲	▲	▼	▼	▼	▼	▼	▼	▼
Total Horse Racing Revenue	▲	▲	▲	▲	▼	▼	▲	▲	▼	▲	▲
Total Charity-operated Gaming Revenue	▲	▲	▼	▲	▼	N/A	▲	▼	N/A	▼	N/A

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL	CANADA
Net Gaming Revenue to Government	▲	▲	▲	▲	▼	▼	▲	▼	▲	▼	▲
% Provincial Revenue Derived from Gaming	▲	▲	–	▼	▼	▼	▲	▼	▼	▼	▼
Net Gaming Revenue to Charitable Organizations	▼	▲	▲	▲	▼	N/A	▲	▼	N/A	▲	N/A

Note: ▼ indicates a decrease from 2006-07 to 2007-08. ▲ indicates an increase from 2006-07 to 2007-08. "-" indicates no change from 2006-07 to 2007-08. "N/A" indicates the direction of change cannot be calculated.

Revenue Distributions

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL	CANADA
Charity Distributions	▲	N/A	▲	▲	▲	–	–	▲	–	N/A	▲
Problem Gambling (Health) Distributions	▲	N/A	–	▲	▲	▲	–	▼	N/A	N/A	N/A
% Gov Gaming Revenue Distributed to PG	▲	N/A	▼	–	▲	▲	–	–	N/A	N/A	N/A
$ Gov Gaming Revenue Distributed to PG per Person 18+	▲	N/A	▼	▼	▼	▲	▼	▼	N/A	N/A	N/A
Responsible Gaming (Industry) Distributions	▼	▲	N/A	▲	▼	▲	▲	▼	▲	▼	▲

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL	CANADA
Federal Distributions	▲	▲	▲	▲	▲	▲	▼	▼	▼	▲	▲
Municipal Distributions	▲	–	–	▲	▲	–	–	–	▲	–	▲

Note: ▼ indicates a decrease from 2006-07 to 2007-08. ▲ indicates an increase from 2006-07 to 2007-08. "-" indicates no change from 2006-07 to 2007-08. "N/A" indicates the direction of change cannot be calculated.

Helpline Calls, Clients, Counsellors

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL	CANADA
Helpline Calls	▼	▼	▼	▼	▼	▼	▲	▼	N/A	N/A	N/A
Counselling Clients	▲	▼	▲	▼	▼	▼	N/A	N/A	N/A	N/A	N/A
FTE Counsellors	–	N/A	–	–	–	–	–	–	N/A	N/A	N/A

Note: ▼ indicates a decrease from 2006-07 to 2007-08. ▲ indicates an increase from 2006-07 to 2007-08. "-" indicates no change from 2006-07 to 2007-08. "N/A" indicates the direction of change cannot be calculated.

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