Canadian Gambling Digest 2008-2009

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 seventh 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 is made to ensure that the information in a given table or chart is comparable across provinces, this is not always possible due to differences in record keeping and other factors. Unless stated otherwise, all data in this edition of the *Digest* pertain to fiscal 2008-09 (April 1, 2008 to March 31, 2009).

Data Sources

Information in the *Digest* is obtained from annual reports, previous *Digests* and their addendums, other publicly available documents, web sites, and extensive direct contact with representatives from various organizations. Data that are inaccessible at the time of publication or cannot be determined are denoted throughout the report as "Unavailable." For further detail about any of the data presented, please see the original data source listed in the *Reference* section.

Venues, Games, Charitable Gaming Licences

The number of gaming venues available across the country in 2008-09 is presented in Table 1. As shown, half of the provinces had full-time designated bingo facilities—the most being in Ontario (75). Alberta and British Columbia had the greatest number of casinos (24 and 17), while Québec and Alberta had the greatest number of EGM venues (2,330 and 1,057).[1] The highest number of racetracks and teletheatres was in Ontario (24 and 69), while the highest number of poker rooms/areas was in Alberta (22). Ticket lottery outlets were most numerous in Ontario and Québec (9,983 and 8,760). Across Canada overall, there were approximately 36,572 gaming venues in total in 2008-09. This is 1,211 less than the 37,783 reported in 2007-08 (CPRG, 2010). Québec and Ontario had the most (11,164 and 10,161); Prince Edward Island had the least (266).

Table 1. Venues

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
Population 18+	3,604,607	2,870,631	790,576	938,400	10,339,355	6,298,617	606,841	761,797	111,704	414,641
Bingo Facilities										
Total Bingo Facilities	27	34	15	0	75	57[2]	0	0	1[3]	0
Casinos										
First Nation (On Reserve)	1	5	6	2	2	0	0	0	0	0
Non-First Nation	16	19	2	2	8	3	0	2	0	0
Total Casinos	17	24	8	4	10	3	0	2	0	0
EGM Venues										
Bars and Lounges with VLTs	0	1,030	646	515[4]	0	2,321	494	368[5]	65	479
Bingo Facilities with Slots	14	0	0	0	0	0	0	0	0	0
Casinos with Slots	15[6]	24	8	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	29	1,057	654	520	27	2,330	494	370	66	479
Horse Racing Venues										
Major Racetracks	2	4	2	1	17	4	1	3	2	1
Minor Racetracks	4	1	1	9	7	3[7]	2	0	0	0
Total Racetracks	6	5	3	10	24	7	3	3	2	1
Teletheatres	25	48	6	9	69	16	1	8	1	0
Total Horse Racing Venues	31	53	9	19	93	23	4	11	3	1
Player-banked Poker Rooms or Areas										
Rooms or Areas	9	22	Unavailable	1	9	4	0	2	1	0
Days Used per Month	30	30	Unavailable	30	30	30	0	26	30	0
Total Poker Rooms or Areas	9	22	Unavailable	1	9	4	0	2	1	0
Ticket Lottery Outlets										
Total Ticket Lottery Outlets	4,046	2,392	783	845	9,983	8,760	911	1,181	196	1,032
Total Venues 2008-09	**4,121**	**3,533**	**1,461**	**1,383**	**10,161**	**11,164**	**1,409**	**1,562**	**266**	**1,512**
Total Venues 2007-08	4,106	3,510	1,477	1,397	10,628	11,561	1,584	1,580	261	1,679
% Change	0.4	0.7	-1.1	-1.0	-4.4	-3.4	-11.0	-1.1	1.9	-9.9

Total venues 2008-09: 36,572. Total venues 2007-08: 37,783. Overall change: -3.2 %. **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—either in fiscal 2008-09 (teletheatres) or calendar 2008 (racetracks). Figures do not include facilities issued permits that did not ultimately conduct any pari-mutuel activity during the period that the permits were valid for. *Major Racetracks* are those that held 15 or more live days of racing in 2008; *Minor Racetracks* are those that held fewer than 15. *Teletheatres* are buildings where horse races are televised and off-track bets are placed. All figures pertaining to horse racing venues were calculated with data provided by CPMA. *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 *Rooms or Areas,* nor *Days Used per Month*, are included in *Total Venues*.

[1] *EGM* refers to electronic gaming machine; namely, slot machine or video lottery terminal (VLT).

[2] Figure is considerably lower than in 2007-08 because of new regulations that came into effect in June, 2008.

[3] Figure should have been reported in previous editions of the *Digest* but it was not.

[4] Thirty-one of these sites were First Nations. The sites were age-restricted but not necessarily liquor-licenced.

[5] Does not include (40) First Nations sites. Neither do figures in previous editions of the *Digest*.

[6] Includes *Fraser Downs Racetrack & Casino* and *Hastings Racecourse Casino*, both of which are casinos co-located with a racetrack. Does not include *Great Canadian Casinos Vancouver or Royal City Star Casino*, as they do not have any slot machines.

[7] Figure provided by the Canadian Pari-Mutuel Agency (CPMA), not the Société des loteries vidéo du Québec (SLVQ) Mutuel Agency (CPMA).

The number of games available across the country in 2008-09 is shown in Table 2. As can be seen, only four provinces had electronic bingo. The greatest number of bingo units was in British Columbia (4,368); the lowest was in Ontario (568). Only British Columbia had slot machines at bingo facilities (1,378), while all provinces except British Columbia and Ontario had VLTs in bars and lounges. The highest number of EGMs overall was in Ontario and Alberta (22,853 and 18,644); the lowest was in Prince Edward Island (509). Ontario and British Columbia had the highest number of gaming tables (584 and 511), while Newfoundland and Labrador, as well as New Brunswick, did not have any gaming tables at all. Across Canada, there were 101,041 games in total in 2008-09. This is 51 less than the 101,092 reported in 2007-08 (CPRG, 2009). The highest number of games was in Ontario and Alberta (24,005 and 20,518); the lowest was in Prince Edward Island (515).

Table 2. Games

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
Population 18+	3,604,607	2,870,631	790,576	938,400	10,339,355	6,298,617	606,841	761,797	111,704	414,641
Bingo (Electronic)										
Handheld Devices	0[8]	1,320	0	0	86	0	0	0	0	0
Terminals	4,368	60	0	752[9]	482	0	0	0	0	0
Total Bingo Units	4,368	1,380	0	752	568	0	0	0	0	0
EGMs										
Slots at Bingo Facilities	1,378	0	0	0	0	0	0	0	0	0
Slots at Casinos	8,818[10]	11,844[11]	2,865	3,163[12]	12,646	5,673	0	938	0	0
Slots or VLTs at Racetracks	0	836	0	140	10,207	675	0	0	210	0
VLTs at Bars and Lounges	0	5,964	3,991	5,589[13]	0	10,735	2,312	2,234[14]	299	2,152
Total EGMs	10,196	18,644	6,856	8,892	22,853	17,083	2,312	3,172	509	2,152
Gaming Tables										
Total Gaming Tables	511	494	94	84	584[15]	229	0	54	6	0
Total Games 2008-09	**15,075**	**20,518**	**6,950**	**8,976**	**24,005**	**17,312**	**2,312**	**3,226**	**515**	**2,152**
Total Games 2007-08	14,208	20,050	6,737	8,562	24,157	18,648	2,581	3,338	537	2,274
% Change	6.1	2.3	3.2	4.8	-0.6	-7.2	-10.4	-3.4	-4.1	-5.4

Total games 2008-09: 101,041. Total games 2007-08: 101,092. Overall change: -0.1 %. **Note:** *Gaming Tables* are generally those at permanent facilities. Figures may be estimates only.

[8] Handheld bingo devices were phased out for security purposes.

[9] These 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*.

[10] Includes the 456 slot machines at *Fraser Downs Racetrack & Casino*, and the 589 slot machines at *Hastings Racecourse Casino*.

[11] Does not include the slot machines (approximately 500, annually) at summer fair casinos and other temporary exhibitions.

[12] The increase in the number of slot machines compared to 2007-08 is due to the addition of 300 slots at the First Nations *South Beach* casino.

[13] One thousand and seven of these were on First Nations sites. The sites were age-restricted but not necessarily liquor-licenced.

[14] Does not include (585) First Nations VLTs. Neither do figures in previous editions of the *Digest*.

[15] Includes the 60 gaming tables at *Great Blue Heron Charity Casino*, which were not counted in previous years.

Table 3 shows the number of casinos, EGMs, EGM venues, horse racing venues, and lottery ticket outlets per 100,000 people 18 years and over in 2008-09. As the table shows, Saskatchewan had the highest number of casinos per capita (1.0), while Québec had the lowest (0.0). Manitoba had the greatest per capita number of EGMs (947.6), while Ontario had the lowest (221.0). The number of EGM venues per capita was highest in Newfoundland and Labrador (115.5), while it was lowest in Ontario and British Columbia (0.3 and 0.8). The per capita number of horse racing venues was highest in Prince Edward Island (2.7) and lowest in Newfoundland and Labrador (0.2). Newfoundland and Labrador, however, had by far the highest per capita number of lottery ticket outlets (248.9); Alberta had the lowest (83.3).

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

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
Casinos	0.5	0.8	1.0	0.4	0.1	0.0	0.0	0.3	0.0	0.0
EGMs	282.9	649.5	867.2	947.6	221.0	271.2	381.0	416.4	455.7	519.0
EGM Venues	0.8	36.8	82.7	55.4	0.3	37.0	81.4	48.6	59.1	115.5
Horse Racing Venues	0.9	1.8	1.1	2.0	0.9	0.4	0.7	1.4	2.7	0.2
Ticket Lottery Outlets	112.2	83.3	99.0	90.0	96.6	139.1	150.1	155.0	175.5	248.9

Average casinos: 0.3. **Average EGMs:** 501.1. **Average EGM venues:** 51.8. **Average horse racing venues:** 1.2. **Average ticket lottery outlets:** 135. **Note:** The age at which it is legal to gamble often varies across provinces and gaming activities. For example, to gamble at casinos in Alberta, Manitoba, and Québec, one must be 18. In all other provinces, one must be 19.

The number of charitable gaming licences that were issued across the country in 2008-09 is presented in Table 4. As can be seen, Ontario and British Columbia issued the most (9,632 and 7,539), while Manitoba and New Brunswick issued the least (855 and 859). Across Canada overall, approximately 40,946 licences were issued in total. This is 4,100 less than the estimated 45,046 reported in 2007-08 (CPRG, 2009).

Table 4. Charitable Gaming Licences

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
Population 18+	3,604,607	2,870,631	790,576	938,400	10,339,355	6,298,617	606,841	761,797	111,704	414,641
Bingo	369	1,057	763	313	9,106[16]	1,870[17]	258	244	30	444
Break Open / Pull-tickets	0	283	412	234	279	844[18]	18	16	Unavailable	265
Casinos	29	3,471	1	4[19]	0	0	17[20]	0	5	10
Poker	57	0	245	71	0	0	14	0	0	Unavailable
Raffles	7,057	271	1,754	227	185	1,173	552	1,027	255	2,113
Other	27[21]	0	0	6[22]	62	0	0	5,273	615	464
Total Licences 2008-09	**7,539**	**5,082**	**3,175**	**855**	**9,632**	**3,043**[23]	**859**	**6,560**	**905**	**3,296**
Total Licences 2007-08	7,097	4,939	3,392	875	13,865	3,308	851	6,355	889	3,475
% Change	6.2	2.9	-6.4	-2.3	-30.5	-8.0	0.9	3.2	1.8	-5.2

Total licences 2008-09: 40,946. Total licences 2007-08: 45,046. Overall change: -9.1%. **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 and 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). *Casino* licences may be for social occasion casinos (British Columbia), table games at ongoing charitable casinos (Alberta), or Monte Carlo nights (Saskatchewan, Manitoba, New Brunswick, Prince Edward Island, Newfoundland and Labrador). 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. *Total Licences 2008-09* may not equal its subtotals due to overlap between categories. *Bingo* licences, for example, sometimes include licences for combined bingo/break open events, which are also included in licences for *Break Open / Pull-tickets*.

[16] Figure is considerably lower than in 2007-08 due to changes in municipal licensing periods. Charitable gaming bingo hall licence periods (for pooling bingo halls under the new bingo revenue model) mirror municipal licence periods. In 2008-09, municipal licences were issued for longer periods of time, and this equated to fewer licences being issued.

[17] Includes 844 licences for combined bingo/break open events.

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

[19] Licences for Monte Carlo nights only, not for ongoing charity casinos.

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

[21] Licences for Wheels of Fortune.

[22] Licences for Calcutta auctions and sports drafts.

[23] Figure does not equal its subtotals because 844 licences for combined bingo/break open events are included in both *Bingo* licences and *Break Open / Pull-ticket* licences and are therefore not counted twice.

Revenues

The next set of tables and charts presents government-operated, horse race, and charity-operated gaming revenues across Canada in 2008-09. *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.

Table 5 shows the total amount of revenue generated from government-operated gaming in 2008-09 (revenue measured as wagers less prize payouts, before operating expenses deducted). As can be seen, of those provinces with government-run bingo, British Columbia generated by far the most revenue from this source ($176,800,000); Manitoba generated the least ($4,062,000). Revenues from casinos were highest in Ontario ($1,837,040,000) and lowest in Nova Scotia ($80,641,000). EGM and ticket lottery revenues were again highest in Ontario ($3,092,800,000 and $1,275,887,000), while they were lowest in Prince Edward Island ($28,906,000 and $13,901,000). Across Canada overall, total government-operated gaming revenue was approximately $13,961,286,000. This is roughly $206,298,000 more than the $13,754,988,000 reported in 2007-08 (CPRG, 2010). Ontario generated the most revenue ($4,838,369,000), while Prince Edward Island generated the least ($43,592,000).

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+	3,604,607	2,870,631	790,576	938,400	10,339,355	6,298,617	606,841	761,797	111,704	414,641
Bingo										
Total Bingo Revenue	176,800,000[24]	10,932,000[25]	0[26]	4,062,000	15,742,000	18,588,000	0	0	0	0
Casinos										
Total Casino Revenue	1,341,240,000	1,179,135,000[27]	350,196,000	236,969,000[28]	1,837,040,000[29]	811,135,000	0	80,641,000	0	0
EGMs (All Venues)										
Slots	1,087,405,000	1,231,641,000	331,348,000	204,450,000[30]	3,092,800,000	601,567,000	0	69,726,000	9,384,000	0
VLTs	0	705,789,000	240,991,000	351,216,000[31]	0	1,062,720,000	148,171,000	147,037,000[32]	19,522,000	122,687,000
Total EGM Revenue	1,087,405,000	1,937,430,000	572,339,000	555,666,000	3,092,800,000	1,664,287,000	148,171,000	216,763,000	28,906,000	122,687,000
Ticket Lotteries										
Internet	421,700,000	0	0	0	0	0	1,130,000	2,296,000	272,000	801,000
Non-Internet	10,700,000	304,790,000	77,432,000	95,336,000	1,275,887,000	886,326,000	71,255,000	88,119,000	13,629,000	78,625,000
Total Lottery Revenue	432,400,000	304,790,000	77,432,000	95,336,000	1,275,887,000	886,326,000	72,385,000	90,415,000	13,901,000	79,426,000
Total Revenue 2008-09	**1,950,440,000**	**2,253,152,000**	**668,619,000**	**687,583,000**	**4,838,369,000**	**2,778,769,000**	**220,556,000**	**318,093,000**	**43,592,000[33]**	**202,113,000**
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	41,228,000	186,694,000
% Change	2.0	-3.6	7.7	4.4	2.3	1.4	2.7	0.4	5.7	8.3

Total revenue 2008-09: $13,961,286,000. Total revenue 2007-08: $13,754,988,000. Overall change: 1.5%. **Note:** Revenue measured as wagers less prizes, before operating expenses deducted. Figures rounded off to the nearest thousand. *Total Revenue 2008-09* may not equal its subtotals 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)*.

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

[25] 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.

[26] There are no bingo revenues reported for Saskatchewan in 2008-09 even though there were bingo facilities (Table 1) because all bingo revenues went to charity, not to government.

[27] See footnote 25.

[28] Includes revenue from First Nations casinos.

[29] 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.

[30] Includes revenue from slots at First Nations casinos.

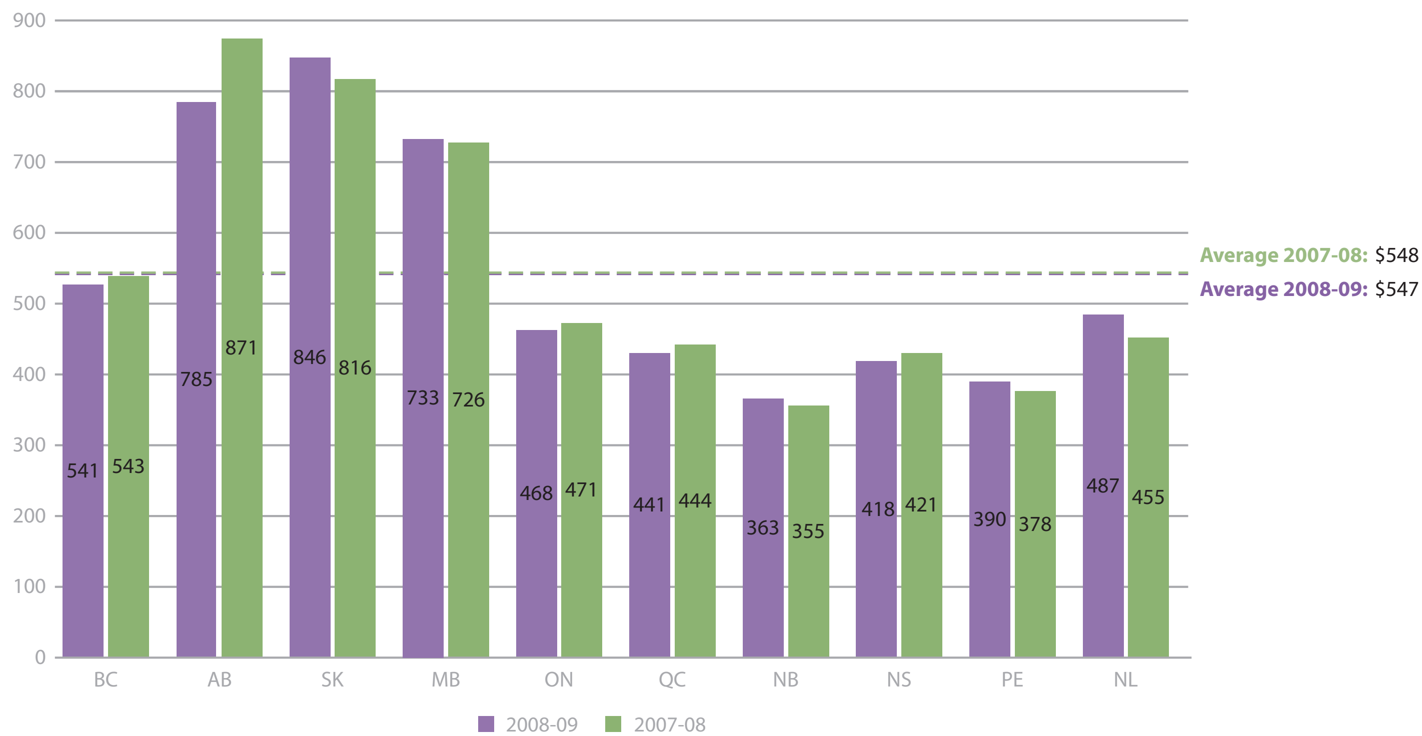
[31] Includes revenue from First Nations VLTs.

[32] Does not include revenue from First Nations VLTs.

[33] Includes $785,000 in table game revenue from Charlottetown Driving Park and Entertainment Centre.

The amount of total government-operated gaming revenue that was generated per person 18 years and over in 2008-09 is shown in Chart 1. As can be seen, the amount ranged from a low of $363 in New Brunswick to a high of $846 in Saskatchewan. Across the country overall, the average was $547—one dollar less than the $548 reported in 2007-08 (CPRG, 2010).

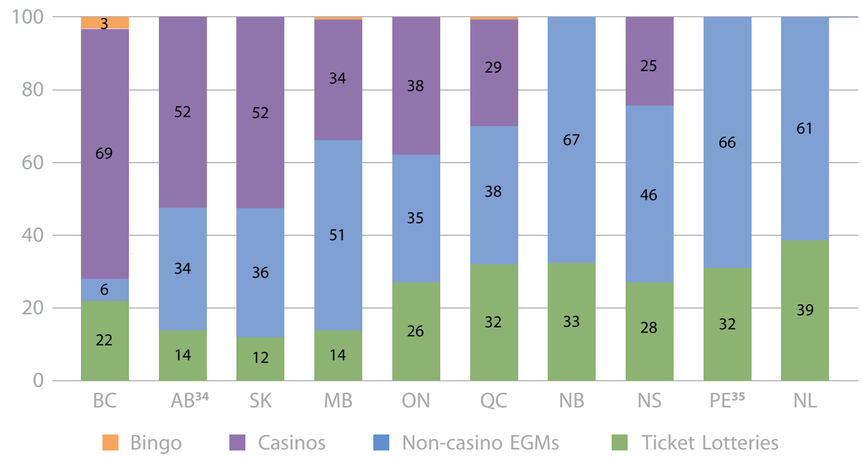
Chart 1. Total Government-operated Gaming Revenue per Person 18+



Average 2008-09: $547. Average 2007-08: $548. Overall change: -.15%. **Note:** 2008-09 figures represent *Total Revenue 2008-09* in Table 5 divided by the population 18+. 2007-08 figures taken from *Canadian Gambling Digest 2007-2008* (CPRG, 2009) and *Canadian Gambling Digest 2007-2008: Addendum* (CPRG, 2010).The reader should interpret the data with caution, as the age at which it is legal to gamble often varies across provinces and gaming activities. For example, to gamble at casinos in Alberta, Manitoba, and Québec, one must be 18; in all other provinces, one must be 19.

Chart 2 shows the percentage of total government-operated gaming revenue that was derived from the major gaming sectors in 2008-09 (i.e., bingo, casinos, non-casino EGMs, and ticket lotteries). As can be seen, non-casino EGMs and casinos accounted for the greatest proportion of revenue, while bingo accounted for the least.

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



Average bingo: 0%. **Average casinos:** 30%. **Average non-casino EGMs:** 44%. **Average ticket lotteries:** 25%. **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.

The total amount of horse racing revenue that was generated from racetracks and teletheatres in 2008-09 is presented in Table 6 (revenue measured as wagers less prize payouts, before operating expenses deducted). As shown, revenue was highest in Ontario ($253,977,000) and lowest in Newfoundland and Labrador ($420,000). Across Canada overall, total revenue generated from horse racing was approximately $400,932,000. This is $2,788,000 less than the $403,720,000 reported in 2007-08 (CPRG, 2009).

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+	3,604,607	2,870,631	790,576	938,400	10,339,355	6,298,617	606,841	761,797	111,704	414,641
Total Revenue 2008-09	**50,108,000**	**41,555,000**	**3,348,000**	**7,952,000**	**253,977,000**	**37,539,000**	**1,364,000**	**2,873,000**	**1,796,000**	**420,000**
Total Revenue 2007-08	50,530,000	43,314,000	3,221,000	8,099,000	252,686,000	39,433,00	1,444,000	2,802,000	1,829,000	362,000
% Change	-0.8	-4.1	3.9	-1.8	0.5	-4.8	-5.5	2.5	-1.8	16.0

Total revenue 2008-09: $400,932,000. Total revenue 2007-08: $403,720,000. Overall change: -0.7%. **Note:** Revenue measured as wagers less prizes, before operating expenses deducted. Figures rounded off to the nearest thousand.

[34] Bingo percentage is calculated from *electronic* bingo revenue only; *paper* bingo is conducted and managed by charitable and 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 and religious organizations, not the Provincial government.

[35] Figures do not add up to 100 because they exclude revenues from table games at *Charlottetown Driving Park and Entertainment Centre*.

The total amount of revenue generated from charity-operated gaming in 2008-09 is presented in Table 7 (revenue measured as wagers less prize payouts, before operating expenses deducted). As the table shows, raffles and bingo typically generated the most revenue—the one exception being in Alberta, where casinos generated the most ($210,182,000). Based on the data available, total charity-operated gaming revenue was highest in Ontario and Alberta ($439,000,000 and $354,193,000), while it was lowest in Newfoundland and Labrador ($15,211,000). Although difficult to calculate exactly because the data is not available in all provinces, total charity-operated gaming revenue across Canada in 2008-09 was at least $1,023,048,000. This is $9,059,000 more than the estimated $1,013,989,000 reported in 2007-08 (CPRG, 2009).

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+	3,604,607	2,870,631	790,576	938,400	10,339,355	6,298,617	606,841	761,797	111,704	414,641
Bingo	5,034,000	43,711,000[36]	18,572,000	12,193,000	158,000,000	Unavailable	10,822,000	15,502,000	3,212,000	6,251,000[37]
Break Open / Pull-tickets	0	20,022,000	3,446,000	1,283,000	106,000,000	Unavailable	106,000	72,000	52,000	4,350,000
Casino	510,000	210,182,000[38]	0	1,000	0	0	155,000	0	Unavailable	34,000
Poker	77,000	25,993,000[39]	166,000	421,000	0	0	28,000	0	0	Unavailable
Raffles	51,062,000	80,278,000	21,511,000	10,366,000	175,000,000	34,422,000	8,336,000	16,923,000	Unavailable	8,285,000
Other	359,000	0	0	13,000	Unavailable	0	0	Unavailable	Unavailable	595,000
Total Revenue 2008-09	**57,042,000**	**354,193,000[40]**	**43,695,000**	**24,277,000**	**439,000,000**	**Unavailable**	**19,447,000**	**32,497,000**	**Unavailable**	**15,211,000[41]**
Total Revenue 2007-08	71,605,000	340,547,000	42,451,000	20,677,000	436,000,000	Unavailable	20,337,000	32,634,000	Unavailable	15,407,000
% Change	-20.3	4.0	2.9	17.4	0.7	N/A	-4.4	-0.4	N/A	-1.3

Total revenue 2008-09: $1,023,048,000. Total revenue 2007-08: $1,013,989,000. Overall change: 0.9%. **Note:** Revenue measured as wagers less prizes, before operating expenses deducted. 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. *Casino* revenues may be from social occasion casinos (British Columbia), table games at ongoing charitable casinos (Alberta), or Monte Carlo nights (Saskatchewan, Manitoba, New Brunswick, Prince Edward Island, Newfoundland and Labrador).

[36] 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.

[37] This figure, as well as the one below, includes revenue from combined bingo/break open events.

[38] See footnote 36.

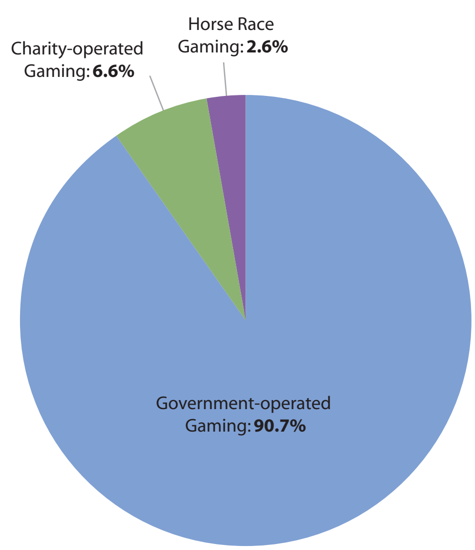
[39] While Alberta does not issue licences for charitable poker events, charities receive the rake (maximum $5 per hand or 10% from tournaments) from all poker games played at gaming venues in the Province (e.g., casinos).

[40] Figure does not equal its subtotals because *Poker* revenues are included with *Casino* revenues and are therefore not counted twice.

[41] Figure does not equal its subtotals because revenue from combined bingo/break open events is included in both *Bingo* and *Break Open / Pull-ticket* revenues and is therefore not counted twice.

The percentage of overall revenue generated from total government-operated, horse race, and charity-operated gaming across Canada in 2008-09 is shown in Chart 3 (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 (90.7%), followed by charity-operated gaming (6.6%) and horse racing (2.6%).

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



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

The amount of net gaming revenue that went to provincial governments across Canada in 2008-09 is presented in Table 8 (revenue measured as wagers less prize payouts and operating expenses[42]). As the table shows, net revenue from bingo was highest in British Columbia ($76,198,000) and lowest in Manitoba ($3,183,000). Alberta and British Columbia had the highest net casino revenues ($821,877,000 and $758,117,000), while Nova Scotia and Manitoba had the lowest ($30,999,000 and $50,635,000). Net revenues from horse racing (tax) and ticket lotteries were highest in Ontario ($33,831,000 and $770,953,000); net revenue from horse racing (tax) was lowest, however, in New Brunswick ($62,000), while net revenue from lotteries was lowest in Prince Edward Island ($4,166,000). Overall, net gaming revenue to government was highest in Ontario and Alberta ($1,829,459,000 and $1,720,845,000); it was lowest in Prince Edward Island ($18,283,000). Across Canada, net gaming revenue to government was at least $7,036,967,000. This is approximately $36,325,000 more than the $7,000,642,000 reported in 2007-08 (CPRG, 2010).

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	76,198,000[43]	7,431,000[44]	0	3,183,000	0	0[45]	0	0	0	0
Casinos										
Total Casino Revenue	758,117,000	821,877,000[46]	119,830,000	50,635,000[47]	205,574,000[48]	164,450,000	0	30,999,000	0	0
EGMs (All Venues)										
Slots	751,700,000	861,858,000	Unavailable	155,890,000[49]	Unavailable	Unavailable	0	29,477,000	Unavailable	0
VLTs	0	591,939,000	195,616,000	194,460,000	0	670,309,000	102,209,000	100,667,000[50]	13,300,000	74,214,000
Total EGM Revenue	751,700,000	1,453,797,000	Unavailable	350,350,000	Unavailable	Unavailable	102,209,000	130,144,000	Unavailable	74,214,000
Horse Racing										
Total (Tax) Revenue	1,878,000[51]	9,498,000	1,144,000	2,929,000	33,831,000	10,308,000	62,900[52]	1,389,000	817,000	174,000
Ticket Lotteries										
Internet	3,716,000	0	0	0	0	0	Unavailable	Unavailable	Unavailable	Unavailable
Non-Internet	252,655,000	250,119,000	6,355,000[53]	59,685,000	770,953,000	486,040,000	Unavailable	Unavailable	Unavailable	Unavailable
Total Ticket Lottery Revenue	256,371,000	250,119,000	6,355,000	59,685,000	770,953,000	486,040,000	31,193,000	36,674,000	4,166,000	33,290,000
Total Revenue 2008-09	**1,092,564,000**	**1,720,845,000**	**322,945,000**	**310,892,000**	**1,829,459,000[54]**	**1,331,107,000**	**133,464,900**	**169,729,000**	**18,283,000[55]**	**107,678,000**
Total Revenue 2007-08	1,091,087,000	1,793,275,000	295,489,000	304,213,000	1,788,688,000	1,314,576,000	128,290,000	169,443,000	17,163,000	98,418,000
% Change	0.1	-4.0	9.3	2.2	2.3	1.3	4.0	0.2	6.5	9.4

Total revenue 2008-09: $7,036,967,000. Total revenue 2007-08: $7,000,642,000. Overall change: 0.5%. **Note:** Revenue measured as wagers less prize payouts and operating expenses with the exception of *Horse Racing* revenue, which is measured as the amount of revenue generated from taxes/levies on amount wagered. All figures rounded off to the nearest thousand. They 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 2008-09* may not equal its subtotals 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)*.

[42] The one exception is *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.

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

[44] 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.

[45] All net bingo revenue ($916,000) went to charity, not to government.

[46] See footnote 44.

[47] Does not include revenue from the First Nations *Aseneskak* or *South Beach* casinos. All revenues from First Nations casinos in Manitoba go to First Nations operators, not the Provincial government.

[48] 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.

[49] Does not include slot revenue from the First Nations *Aseneskak* or *South Beach* casinos. All revenues from First Nations casinos in Manitoba go to First Nations operators, not the Provincial government.

[50] Does not include revenue from First Nations VLTs.

[51] Although $6,544,337 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.

[52] Although $618,000 in pari-mutuel tax was collected by the Province, only $62,900 of this amount was retained by government; the remainder was directed to the horse racing industry. Approximately 10% of horse racing (tax) revenue reported in previous editions of the *Digest* was similarly the only amount that went to government from pari-mutuel betting in New Brunswick.

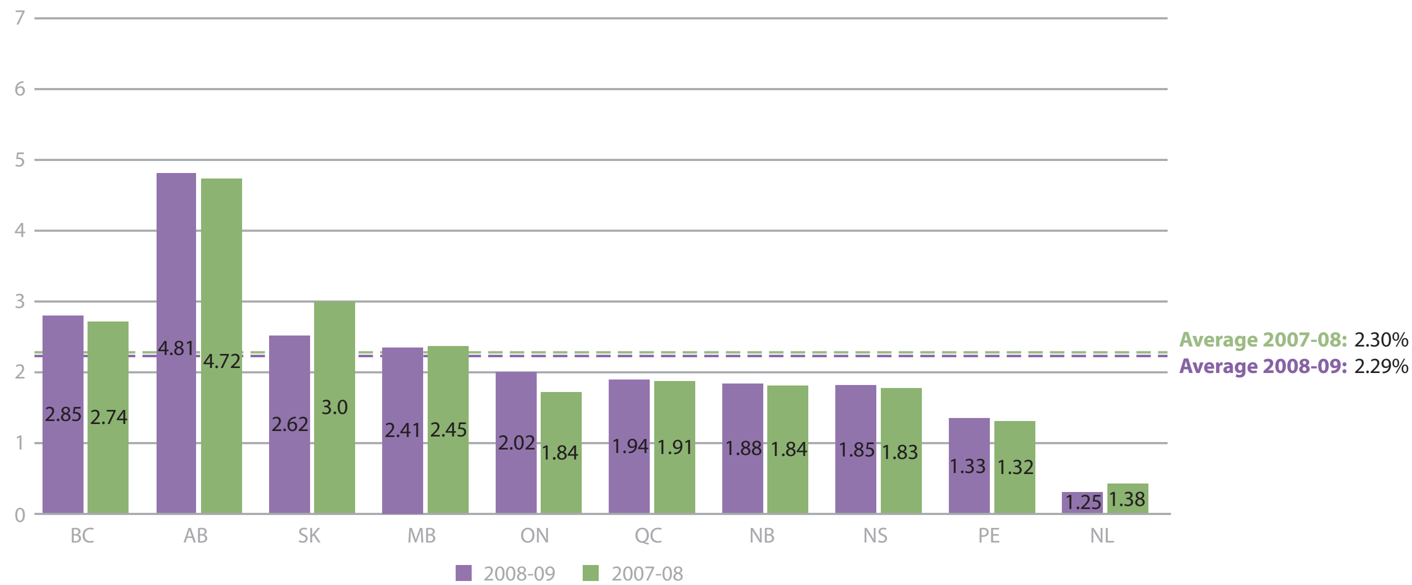
[53] Licensing fee—the only lottery revenue that goes to the Provincial government.

[54] Includes revenue from all slot machines in the Province.

[55] Does not include slot machine or table game revenue from *Charlottetown Driving Park and Entertainment Centre*, which was unavailable.

The percentage of provincial revenue derived from gaming in 2008-09 is presented in Chart 4. As can be seen, the figure was highest in Alberta (4.81) and lowest in Newfoundland and Labrador (1.25). Across Canada, the average was 2.29%. In fiscal 2007-08, the average was 2.30% (CPRG, 2009).

Chart 4. Percentage of Provincial Revenue Derived from Gaming



Average 2008-09: 2.29%. Average 2007-08: 2.30% Overall change: -0.3% **Note:** 2008-09 data calculated from Table 8 and provincial public accounts. 2007-08 data taken from *Canadian Gambling Digest 2007-2008* (CPRG, 2009) and *Canadian Gambling Digest 2007-2008: Addendum* (CPRG, 2010).[56]

[56] The figures reported in the 2007-08 *Digest* were actually rounded off to one decimal point, not two. They are rounded off to two here in order to show subtle differences between 2007-08 and 2008-09.

The amount of net revenue that went to charitable organizations from their gaming operations in 2008-09 is presented in Table 9 (revenue measured as wagers less prize payouts and operating expenses). Based on the data available, revenues were highest in Ontario and Alberta ($167,000,000 and $153,504,000), while they were lowest in Newfoundland and Labrador ($9,136,000). Across the country overall, charitable organizations earned at least $466,965,000 from their gaming operations in 2008-09. This is $4,480,000 more than the estimated $462,485,000 reported in 2007-08 (CPRG, 2009).

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	3,702,700	7,974,000[57]	9,434,000	6,887,000	54,000,000	Unavailable	6,868,000	9,545,000	1,106,000	2,896,000[58]
Break Open / Pull-tickets	0	14,813,000	2,542,000	892,000	41,000,000	Unavailable	63,000	38,000	2,000	1,722,000
Casinos	137,200	77,837,000[59]	0	-1,000	0	0	123,000	0	Unavailable	22,000
Poker	87,200	6,498,000[60]	135,000	224,000	0	0	19,000	0	0	Unavailable
Raffles	31,413,000	52,880,000	14,284,000	7,482,000	72,000,000	25,096,000	6,281,000	10,715,000	Unavailable	5,713,000
Other	239,900	0	0	10,000	Unavailable	0	0	Unavailable	Unavailable	470,000
Total Revenue 2008-09	**35,580,000**	**153,504,000[61]**	**26,395,000**	**15,494,000**	**167,000,000**	**Unavailable**	**13,354,000**	**20,298,000**	**Unavailable**	**9,136,000[62]**
Total Revenue 2007-08	31,669,000	145,376,000	25,595,000	12,136,000	175,000,000	Unavailable	14,493,000	21,211,000	Unavailable	10,496,000
% Change	12.3	5.6	3.1	27.7	-4.6	N/A	-7.9	-4.3	N/A	-13.0

Total revenue 2008-09: $466,965,000. Total revenue 2007-08: $462,485,000. Overall change: 1.0%. **Note:** Revenue measured as wagers less prize payouts and operating expenses. 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. *Casino* revenues may be from social occasion casinos (British Columbia), table games at ongoing charitable casinos (Alberta), or Monte Carlo nights (Saskatchewan, Manitoba, New Brunswick, Prince Edward Island, Newfoundland and Labrador).

[57] 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 2008-09, 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. This amounted to $6,710,000 from electronic bingo and $424,000 from Keno.

[58] This figure, as well as the one below, includes revenue from combined bingo/break open events.

[59] Charities also received a commission on revenue from government-operated slot machines and Keno at casinos. These commissions were $174,536,000 and $19,000, respectively.

[60] While Alberta does not issue licences for charitable poker events, 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).

[61] Figure does not equal its subtotals because *Poker* revenues are included with *Casino* revenues and are therefore not counted twice.

[62] Figure does not equal its subtotals because revenue from combined bingo/break open events is included in both *Bingo* and *Break Open / Pull-ticket* revenues and is therefore not counted twice.

Revenue Distributions

The amount of government gaming revenue that was distributed to charity, problem gambling, and responsible gaming in 2008-09 is shown in Table 10. As the table shows, British Columbia and Ontario distributed the most to charity ($156,300,000 and $116,520,000). Ontario and Québec distributed the most to both problem gambling ($38,600,000 and $21,990,000) and responsible gaming ($9,631,000 and $12,475,000). Across Canada, distributions to charity, problem gambling, and responsible gaming were at least $390,411,000, $81,153,000, and $29,144,000, respectively. In 2007-08, these amounts were $370,770,000, $79,745,000, and $23,468,000 (CPRG, 2009; 2010).

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

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
Charity Distributions										
Total Charity 2008-09	**156,300,000**	**Unavailable[63]**	**68,374,000**	**5,900,000[64]**	**116,520,000**	**37,800,000**	**1,200,000**	**4,317,000**	**0**	**Unavailable[65]**
Total Charity 2007-08	147,300,000	Unavailable	63,506,000	7,000,000	112,330,000	36,500,000	1,200,000	2,934,000	0	Unavailable
% Change	6.1	N/A	7.7	-15.7	3.7	3.6	0.0	47.1	N/A	N/A
Problem Gambling (Health) Distributions										
Awareness Prevention	2,235,000	Unavailable	2,177,000	1,572,000	9,040,000	4,750,000	258,000	1,163,000	0	Unavailable
Research	0	1,500,000[66]	350,000	0	4,000,000	1,400,000	18,000	602,000	0	Unavailable
Treatment	2,405,000	Unavailable	1,738,000	1,057,000	25,560,000	14,720,000	619,000	2,700,000	147,000	Unavailable
Other	745,000	Unavailable	485,000	394,000	0	1,120,000	20,000	378,000	0	Unavailable
Total Problem Gambling 2008-09	**5,385,000[67]**	**Unavailable**	**4,750,000[68]**	**3,023,000**	**38,600,000**	**21,990,000**	**915,000**	**4,843,000**	**Unavailable**	**Unavailable**
Total Problem Gambling 2007-08	4,839,000	Unavailable	4,600,000	2,706,000	37,240,000	23,139,000	757,000	4,824,000	Unavailable	Unavailable
% Change	11.3	N/A	3.3	11.7	3.7	-5.0	20.9	0.4	N/A	N/A
Responsible Gaming (Industry) Distributions										
Total Responsible Gaming 2008-09	**732,000**	**2,160,000**	**Unavailable**	**792,000[69]**	**9,631,000**	**12,475,000[70]**	**285,000**	**2,770,000**	**107,000**	**192,000**
Total Responsible Gaming 2007-08	558,000	1,077,000	Unavailable	495,000	6,867,000	11,109,000	206,000	3,024,000	39,000	93,000
% Change	31.2	100.6	N/A	60.0	40.3	12.3	38.3	-8.4	174.4	106.5

Total charity distributions 2008-09: $390,411,000. Total charity distributions 2007-08: $370,770,000. Overall change: 5.3%. **Total problem gambling distributions 2008-09:** $81,153,000. Total problem gambling distributions 2007-08: $79,745,000. Overall change: 1.8%. **Total responsible gaming distributions 2008-09:** $29,144,000. Total responsible gaming distributions 2007-08: $23,468,000. Overall change: 24.2%. **Note:** Figures rounded off to the nearest thousand. Distributions reflect areas related to gambling provision only; there may be distributions to other areas not represented in the table. *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. They may also exclude salaries and benefits. *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. They may also exclude salaries and benefits.

[63] 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.

[64] 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.

[65] 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.

[66] Funds came from the Alberta Gaming and Liquor Commission (AGLC), not a government health ministry or department.

[67] Funds for problem gambling initiatives are distributed by the Provincial gaming regulator—not a government health ministry or department.

[68] In Saskatchewan, both the Provincial government and the Federation of Saskatchewan Indian Nations (FSIN) allocate funds to problem gambling initiatives. In 2008-09, the *Provincial* allocation was $2.5 million: $800,000 to awareness, $100,000 to research, $1,300,000 to treatment, and $300,000 to other areas. The *FSIN* allocation was $2.25 million: $1,377,000 to awareness, $250,000 to research, $438,000 to treatment, and $185,000 to other areas.

[69] Does not include $156,381 in salaries and benefits.

[70] 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.

The percentage of government gaming revenue that was distributed to problem gambling in 2008-09 is presented in Chart 5. As can be seen, the figure was highest in Nova Scotia and Ontario (2.85% and 2.11%). Across Canada, the average was 1.46%, slightly higher than the 1.45% reported in 2007-08 (CPRG, 2010).

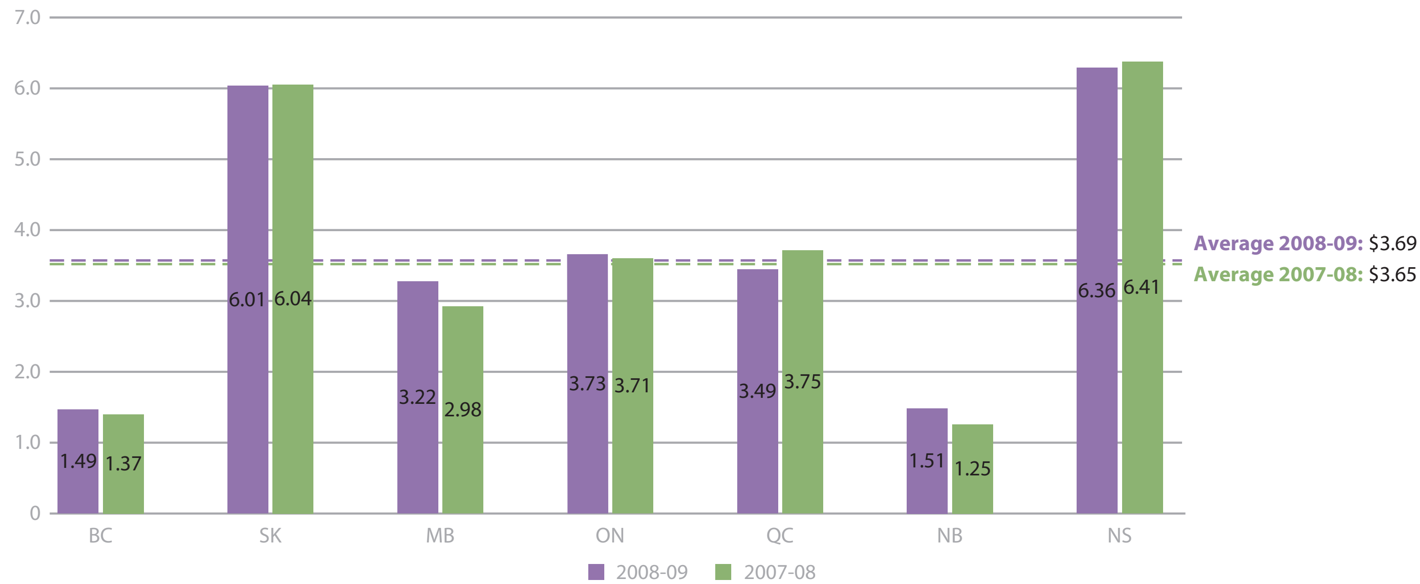
Chart 5. Percentage of Government Gaming Revenue Distributed to Problem Gambling

Average 2008-09: 1.46%. Average 2007-08: 1.45%. Overall change: 0.68%. **Note:** 2008-09 figures represent *Total Problem Gambling 2008-09* in Table 10 divided by *Total Revenue 2008-09* in Table 8. 2007-08 data taken from *Canadian Gambling Digest 2007-2008* (CPRG, 2009) and *Canadian Gambling Digest 2007-2008: Addendum* (CPRG, 2010). Figures for Alberta, Prince Edward Island, and Newfoundland/Labrador are unavailable.[71]

[71] The figures reported in the 2007-08 *Digest* were actually rounded off to one decimal point, not two. They are rounded off to two here in order to show subtle differences between 2007-08 and 2008-09.

Chart 6 presents the amount of government gaming revenue that was distributed to problem gambling per person 18 years and over in 2008-09. As the chart shows, the figure was highest in Nova Scotia ($6.36), followed by Saskatchewan ($6.01). Across Canada, the average was $3.69. In 2007-08, the average was $3.65 (CPRG, 2010).

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



Average 2008-09: $3.69. Average 2007-08: $3.65. Overall change: 1.14%. **Note:** 2008-09 figures represent *Total Problem Gambling 2008-09* in Table 10 divided by the population 18+. 2007-08 figures taken from *Canadian Gambling Digest 2007-2008* (CPRG, 2009). Figures for Alberta, Prince Edward Island, and Newfoundland/Labrador are unavailable.

Table 11 shows the amount of government gaming revenue that was distributed to federal and municipal governments in 2008-09. As shown, Ontario distributed the most to the former ($25,482,000), while British Columbia distributed the most to the latter ($83,859,000). Across Canada, distributions to federal and municipal governments were $64,914,000 and $183,098,000, respectively. In 2007-08, these amounts were $63,543,000 and $182,007,000 (CPRG, 2009; 2010).

Table 11. Distributions to Federal and Municipal Governments

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
Federal Distributions										
Total Federal 2008-09	**8,697,000**	**7,170,000**	**1,844,000**	**2,345,000**	**25,482,000**	**15,290,000**	**1,295,000**	**1,653,000**	**227,000**	**911,000**
Total Federal 2007-08	8,516,000	6,852,000	1,795,000	2,327,000	24,921,000	15,003,000	1,287,000	1,641,000	226,000	975,000
% Change	2.1	4.6	2.7	0.8	2.3	1.9	0.6	0.7	0.4	-6.6
Municipal Distributions										
Total Municipal 2008-09	**83,859,000**	**0**	**0**	**19,200,000**	**79,639,000**	**0**	**0**	**0**	**400,000**	**0**
Total Municipal 2007-08	83,023,000	0	0	19,200,000	79,384,000	0	0	0	400,000	0
% Change	1.0	N/A	N/A	0.0	0.3	N/A	N/A	N/A	0.0	N/A

Total federal distributions 2008-09: $64,914,000. Total federal distributions 2007-08: $63,543,000. Overall change: 2.2%. **Total municipal distributions 2008-09:** $183,098,000. Total municipal distributions 2007-08: $182,007,000. Overall change: 0.6%. **Note:** 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%).[72] Taken together, data from the two survey types suggest that approximately 76 to 80 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	3,000	1,804	1,848	6,007	3,604	8,828	800	2,500	1000	4,002
Year of Survey	2007	2001	2001	2006	2005	2002	2001	2007	2005	2009
Activity (%)										
Bingo	5.0	8.5	8.4	12.9	4.8	9.0	11.0	11.6	6.9	8.7
Bookies	In Sports Events	0.3	0.2	0.2	0.4	0.2	–	–	0.4	In Sports Events
Cards	22.0	9.2	10.8	18.0	8.5	10.5	9.0	8.5	12.2	6.5
Casino Slots	25.0[73]	15.9[74]	20.3	23.9	16.5	16.3	9.0	15.5	6.1	4.8[75]
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	32.0	49.5	63.7	75.3	28.7	39.6	38.0	50.5	50.4	39.4
EGMs (Non-casino)	3.0	13.4[76]	17.7	27.7	8.9	7.8	15.0	13.6	8.4	8.2
Games of Skill	In Cards	6.5	6.8	–	3.7	6.0	–	1.8	2.3	3.3
Horse Racing	4.0	4.7	2.7	7.3	4.1	1.9	2.0	1.3	7.4	0.4
Internet	3.0	0.3	0.2	1.5	1.7	0.3	<1.0	0.2	0.7	0.4[77]
Scratch/Instant Win	In Lotteries	29.2	27.5	41.7	24.9	37.0	40.0	49.8	50.4	28.0
Speculative Investments	5.0	12.3	8.4	–	1.9	2.2	–	–	–	1.2
Sports Events	9.0	6.4	9.3	12.2	4.2	1.4	6.0	3.8	5.5	4.0
Sports Lotteries	3.0	3.1	5.3	6.6	4.3	2.4	4.0	3.8	2.8	2.4
Ticket Lotteries	59.0	61.8	62.6	74.4	52.4	68.1	67.0	69.9	66.6	61.3
Any Activity	**73.0**	**82.0**	**86.6**	**85.6**	**63.3**	**81.0**	**81.0**	**87.0**	**82.0**	**77.0**

Average any activity: 79.9%. **Note:** *Cards* generally refer to card and/or board games played with family and friends outside of casinos. The two exceptions are in British Columbia and Newfoundland and Labrador. In the former, *Cards* also include private games (e.g., dice, dominoes) and games of skill. In the latter, it excludes poker (participation in poker card games was asked about separately—its participation rate was 10.6%). *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 19.1%, 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.

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

[73] Includes participation in casino table games.

[74] Includes participation in racetrack slot machines.

[75] Includes participation in casino table games.

[76] Includes participation in VLTs only. Participation in racetrack slot machines is included in *Casino Slots*.

[77] Does not include participation in Internet poker. Its participation rate was 1.5%.

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	2[E]	5	6	2	2[E]	1[E]	11	1[E]
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

Tables 14 and 15 below present the problem gambling prevalence data from the provincial and national surveys discussed in Tables 12 and 13. 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.[78] Across the country overall, data from the two survey types together suggest that approximately 2.5 to 3.7 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	3,000	1,804	1,848	6,007	3,604	8,828	800	2,500	1,000	4,002
Year of Survey	2007	2001	2001	2006	2005	2002	2001	2007	2005	2009
CPGI Levels (%)										
Non-gamblers	27.1	18.0	13.4	14.4	36.6	19.6	19.0	13.0	18.1	22.8
Non-problem Gamblers	59.6	67.0	71.4	69.9	54.1	78.6	72.9	80.9	79.1	68.7
Low-risk Gamblers	8.7	9.8	9.3	9.6	5.8	In Non-Problem	4.9	3.6	1.2	6.2
Moderate Risk Gamblers	3.7	3.9	4.7	4.7	2.6	0.9	1.8	1.6	0.7	1.7
Problem Gamblers	0.9	1.3	1.2	1.4	0.8	0.8	1.4	0.9	0.9	0.7
Total Moderate Risk and Problem	**4.6**	**5.2**	**5.9**	**6.1**	**3.4**	**1.7**[79]	**3.2**	**2.5**	**1.6**	**2.4**

Average moderate risk and problem: 3.7%. **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 subtotals due to rounding and/or weighting.

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

[79] Both the South Oaks Gambling Screen (SOGS) and the CPGI were used to access problem gambling severity.

Helpline Calls, Clients, Counsellors

The number of calls made to provincial problem gambling helplines in 2008-09 is shown in Table 16. The table also shows the number of people who sought help from problem gambling counselling services, and the number of designated, full-time equivalent (FTE) problem gambling counsellors there were. Across Canada overall, at least 44,682 helpline calls were made—the majority being for one's own (as opposed to someone else's) problems and for miscellaneous reasons. At least 15,970 individuals sought treatment from problem gambling counselling services—again mainly for their own, as opposed to someone else's, problems. There were at least 351 FTE problem gambling counsellors available to meet this demand. In 2007-08, the number of helpline calls, clients, and counsellors was at least 45,277, 16,582, and 349, respectively (CPRG, 2009; 2010).

Table 16. Helpline Calls, Clients, Counsellors

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
Population 18+	3,604,607	2,870,631	790,576	938,400	10,339,355	6,298,617	606,841	761,797	111,704	414,641
Helpline Calls										
Own Problem	2,846	587	678	947	1,567	6,749	408	Unavailable[80]	No helpline	Unavailable
Other's Problem	466	275	151	336	1,015	1,737	26	Unavailable[81]	No helpline	Unavailable
Total Problem	3,312	862	829	1,283	2,582	8,486	434	Unavailable	No helpline	Unavailable
Miscellaneous	2,916	835	565	1,709	15,381	1,300[74]	1,424	Unavailable[83]	No helpline	Unavailable
Total Calls 2008-09	**6,228**	**1,697**	**1,394**	**2,992**	**17,963**	**9,786**	**1,858**	**2,579**	**No helpline**	**185**
Total Calls 2007-08	5,656	1,994	1,493	3,223	18,657	10,070	1,466	2,718	Unavailable	Unavailable
% Change	10.1	-14.9	-6.6	-7.2	-3.7	-2.8	26.7	-5.1	N/A	N/A
Counselling Clients										
Own Problem	Unavailable	1,893	353	421	4,037	4,735	351	370	64	53
Other's Problem	Unavailable	313	33	117	1,375	Unavailable	Unavailable	48	23	10
Total Clients 2008-09	**1,280**	**2,206**	**386**	**538**	**5,910[84]**	**Unavailable**	**Unavailable**	**414[85]**	**87**	**63**
Total Clients 2007-08	1,054	2,067	365	470	5,695	6,205	Unavailable	382	Unavailable	Unavailable
% Change	21.4	6.7	5.8	14.5	3.8	N/A	N/A	8.4	N/A	N/A
FTE Counsellors										
Total FTE Counsellors 2008-09	**36**	**Unavailable[86]**	**16**	**9.5**	**99**	**150[87]**	**7**	**31**	**2**	**Unavailable[88]**
Total FTE Counsellors 2007-08	36	Unavailable	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 2008-09: 44,682. Total helpline calls 2007-08: 45,277. Overall change: -1.3%. **Total counselling clients 2008-09:** 15,970. Total counselling clients 2007-08: 16,582. Overall change: -3.7%. **Total FTEs 2008-09:** 351. Total FTEs 2007-08: 349. Overall change: 0.6%. **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.

[80] 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, 74% were for one's own gambling problem; 26% were for someone else's gambling problem. These percentages cannot be applied to the 2,579 total, though, as the total includes all calls to the helpline, whether they were from first-time or repeat callers.

[81] See footnote above.

[82] May include calls made by organizations requesting help for their client.

[83] The reason why someone called the helpline was only tracked for first-time calls. Of those, 81% fell into the miscellaneous category. This percentage cannot be applied to the 2,579 total though, as the total includes all calls to the helpline, whether they were from first-time or repeat callers.

[84] Figure does not equal its subtotals because it includes 498 clients whose reason for seeking treatment is unknown.

[85] Figure does not equal its subtotals because four people sought help for both their own and someone else's gambling problem.

[86] All addiction counsellors in Alberta are trained to assist clients with gambling addictions as well as alcohol and drug abuse. As such, determining the FTEs dedicated to gambling specifically would be difficult.

[87] Estimate, based on figures reported in recent editions of the *Digest*.

[88] There are generic addictions counsellors who provide counselling for alcohol, drug, and/or gambling problems.

On-site Support Centres

The number of on-site support centres that were available at gaming venues across Canada in 2008-09 is shown in Table 17. The table also provides information on the centres' operating hours and staffing, and the number of people who visited the centres for problem/responsible gambling purposes (e.g., community resources, self-exclusion information, etc.). As can be seen, all provinces except New Brunswick, as well as Newfoundland and Labrador, had at least one of these centres—the greatest number being in British Columbia (31). While most centres were always open when the gaming venue was open, it was less common for them to always be *staffed* during this time. Across Canada, there were 82 centres in total—more than triple the number reported in 2007-08 (27). The centres had approximately 82 full-time equivalent (FTE) staff members, and roughly 120,845 people visited the centres for problem/responsible gambling purposes. Both of these figures are almost double those reported in 2007-08 (42 and 65,561, respectively) (CPRG, 2009; 2010).

Table 17. On-site Support Centres

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL
Population 18+	3,604,607	2,870,631	790,576	938,400	10,339,355	6,298,617	606,841	761,797	111,704	414,641
Quantity										
At Casinos	17	15	2	2	9	2	0	2	0	0
At Racetracks with Slots or VLTs	0	1	0	0	15	0	0	0	1	0
At Other Gaming Venues	14[89]	0	0	0	0	2[90]	0	0	0	0
Total Centres 2008-09	**31**	**16**	**2**	**2**	**24**[91]	**4**	**0**	**2**	**1**	**0**
Total Centres 2007-08	7	8	1	2	2	4	0	2	1	0
% Change	342.9	100.0	100.0	0.0	1,100.0	0.0	N/A	0.0	0.0	N/A
Operating Hours and Staffing										
Centres Always Open When Venue Open	Yes	Yes	Yes	Yes	Yes	Yes	NA	No	Yes	N/A
Centres Always Staffed When Open	Varies[92]	No	Varies	Yes	No[93]	Yes	NA	Yes	No[94]	N/A
Total FTE Staff 2008-09	**25**	**16**	**6**	**2.5**	**24.5**	**2**	**0**	**5**	**1**	**0**
Total FTE Staff 2007-08	8	8	1	2.5	14.5	2	N/A	5	1	N/A
% Change	212.5	100.0	500.0	0.0	69.0	0.0	N/A	0.0	0.0	N/A
Visitors for PG/RG Purposes										
Total PG/RG Visitors 2008-09	**9,776**	**48,358**	**Unavailable**[95]	**8,509**	**27,957**	**22,512**	**0**	**3,541**	**192**	**0**
Total PG/RG Visitors 2007-08	Unavailable	12,474	Unavailable	6,400	9,146	32,358	N/A	4,941	242	N/A
% Change	N/A	287.7	N/A	33.0	205.7	-30.4	N/A	-28.3	-20.7	N/A

Total centres 2008-09: 82. Total centres 2007-08: 27. Overall change: 203.7%. **Total FTEs 2008-09:** 82. Total FTEs 2007-08: 42. Overall change: 95.2%. **Total PG/RG visitors 2008-09:** 120,845. Total PG/RG visitors 2007-08: 65,561. Overall change: 84.3%. **Note:** *On-site support centres* are dedicated rooms or areas in a gaming venue that offer information, referral, and/or counselling to patrons for problem/responsible gambling purposes. The particular name of the centres varies across provinces. In British Columbia, they are called *GameSense 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, they are called *Responsible Gaming Resource Centres*. In Nova Scotia, they are called *Responsible Gambling Resource Centres*. In Québec, they are called *Au Centre du Hasard*. Some centres may attract more visitors than others because of where they are located in the gaming venue, their operating hours, etc.

[89] On-site support centres were at community gaming centres (bingo facilities with slot machines).

[90] On-site support centres were at gaming halls (formerly, Ludoplexes).

[91] Nineteen centres were classified as *self*-service; 5 were classified as *full-service*. Both types of centres provide problem/responsible gambling information through brochures, kiosks, and educational events, but full-service centres allow for more staff/patron interaction and also offer self-exclusion support.

[92] On-site support centres at *casinos* were staffed up to 35 hours per week on a wide-ranging schedule that varied daytime and evening hours, up to seven days per week. On-site support centres at *community gaming centres* were self-service.

[93] People could use the tools in the centres during all hours of operation, but the centres were not staffed at all times. Staff members at *self*-service centres were on-site for one (8-hour) shift per month; staff members at *full*-service centres were on-site for 35-115 hours per week. Staff members were on call during all other hours that the gaming venue was open.

[94] People could use the tools in the centre during all hours of operation, but the centre was not staffed at all times.

[95] Number of visitors to the centres is not tracked. Interactions of a responsible gambling nature may take place at a variety of locations on the gaming floor, which is where the majority of interactions with players occur. In 2008-09, there were 9,571 documented interactions. Of these, 7,651 included some form of education/information sharing; 3,804 included a referral for further information/resources available through the RGIC or outside resources. Subtotals do not add up to the total because not all interactions resulted in a referral.

Digest 2008-09 vs. 2007-08: 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 2007-08 to 2008-09. ▲ indicates an increase from 2007-08 to 2008-09. "-" indicates no change from 2007-08 to 2008-09. "N/A" indicates the direction of change cannot be calculated or the variable is not applicable.

Revenues

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL	CANADA
Total Government-operated Gaming Revenue	▲	▼	▲	▲	▲	▲	▲	▲	▲	▲	▲
Total Government Gaming Revenue per Person 18+	▼	▼	▲	▲	▼	▼	▲	▼	▲	▲	▼
Total Horse Racing Revenue	▼	▼	▲	▼	▲	▼	▼	▲	▼	▲	▼
Total Charity-operated Gaming Revenue	▼	▲	▲	▲	▲	N/A	▼	▼	N/A	▼	▲
Net Gaming Revenue to Government	▲	▼	▲	▲	▲	▲	▲	▲	▲	▲	▲
% Provincial Revenue Derived from Gaming	▲	▲	▼	▼	▲	▲	▲	▲	▲	▼	▼
Net Gaming Revenue to Charitable Organizations	▲	▲	▲	▲	▼	N/A	▼	▼	N/A	▼	▲

Note: ▼ indicates a decrease from 2007-08 to 2008-09. ▲ indicates an increase from 2007-08 to 2008-09. "-" indicates no change from 2007-08 to 2008-09. "N/A" indicates the direction of change cannot be calculated or the variable is not applicable.

Revenue Distributions

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

Note: ▼ indicates a decrease from 2007-08 to 2008-09. ▲ indicates an increase from 2007-08 to 2008-09. "-" indicates no change from 2007-08 to 2008-09. "N/A" indicates the direction of change cannot be calculated or the variable is not applicable.

Helpline Calls, Clients, Counsellors

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

Note: ▼ indicates a decrease from 2007-08 to 2008-09. ▲ indicates an increase from 2007-08 to 2008-09. "-" indicates no change from 2007-08 to 2008-09. "N/A" indicates the direction of change cannot be calculated or the variable is not applicable.

On-site Support Centres

	BC	AB	SK	MB	ON	QC	NB	NS	PE	NL	CANADA
Centres	▲	▲	▲	–	▲	–	N/A	–	–	N/A	▲
FTE Staff	▲	▲	▲	–	▲	–	N/A	–	–	N/A	▲
PG/RG Visitors	N/A	▲	N/A	▲	▲	▼	N/A	▼	▼	N/A	▲

Note: ▼ indicates a decrease from 2007-08 to 2008-09. ▲ indicates an increase from 2007-08 to 2008-09. "-" indicates no change from 2007-08 to 2008-09. "N/A" indicates the direction of change cannot be calculated or the variable is not applicable.

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