GAMING VENUES: ELECTRONIC GAMING MACHINE NUMBERS

The information contained in this document has been cleared with the relevant state or territory for publication by the Joint Select Committee on Gambling Reform as presented – that is, any reference to the tables must include the associated footnotes.

Australian Capital Territory

	ACT			
	No. of Venues	% of Total Venues	No. of EGMs	% of Total EGMs
5 or fewer	5	7.14%	10	0.20%
*Fewer than 10	10	14.29%	50	0.98%
10 or fewer	16	22.86%	110	2.16%
15 or fewer	25	35.71%	234	4.60%
Greater than 15	45	64.29%	4,850	95.40%
Total	70		5,084	

^{*} The Productivity Commission (PC) recommended, in their 2010 inquiry report on gambling, that venues with a small number of machines be given a temporary exemption to implementing full pre-commitment. The PC defined a venue with a small number of machines as being "venues with less than ten machines that also face significant implementation costs relative to revenue".

New South Wales

	NSW			
	No. of Venues	% of Total Venues	No. of EGMs	% of Total EGMs
5 or fewer	326	11.36%	1,151	1.20%
*Fewer than 10	684	23.84%	3,810	3.97%
10 or fewer	853	29.73%	5,500	5.73%
15 or fewer	1473	51.34%	13,997	14.57%
Greater than 15	1396	48.66%	82,050	85.43%
Total	2,869		96,047	

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Non-casino electronic gaming machine numbers are correct as at 30 June 2010. Data excludes venues that were no longer trading and that did not have any electronic gaming machines.

The number of electronic gaming machines in casinos was collected from the casino website during January 2011. It may include may include the maximum number of electronic gaming machines allowed (ie caps) rather than the number of actual operational machines.

The data was retrieved from the ACT Gaming Commission website and captures actual machine numbers as at 30 June 2010. Pubs and taverns are included in this data set and these venues operate 'Class B' machines.

Northern Territory

EGMs currently in operation in the NT as at end Dec 2010

(December 2010 is most recent reporting period for Casinos)

	Hotel	Venue Type Club	Casino	Totals
# of Venues	44	33	2	79
% of Venues	55.70%	41.77%	2.53%	100.00%
# of EGMS	419	748	1049	2216
% of EGMS	18.91%	33.75%	47.34%	100.00%
		Venue Type		
EGM # on premise	Hotel	Club	Casino	Total Number of EGMs by number category
1 to 9	5	6		57
10	39	4		430
11 to 15		3		41
16 to 20		4		68
21 to 30		7		176
31 to 40		1		35
41 to 50		8		360
51 to 300			1	300
301 to 750			1	749

The data contained above has been recorded to eliminate potential double up of data sets, and to ensure that venues are reported accurately. For the purposes of this document, the classification of 'poker machine' for casino, and 'community gaming machine' for a club or hotel have all been reclassified to be reported as an electronic gaming machine.

Queensland

	QLD			
	No. of	% of Total	No. of	% of Total
	Venues	Venues	EGMs	EGMs
5 or fewer	98	7.52%	407	0.89%
*Fewer than 10	255	19.57%	1,554	3.39%
10 or fewer	354	27.17%	2,544	5.55%
15 or fewer	487	37.38%	4,292	9.36%
Greater than 15	816	62.62%	41,578	90.64%
Total	1,303		45,870	

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Non-casino electronic gaming machine numbers reflect actual machines in operation in Queensland as at 31 December 2010.

The number of electronic gaming machines in Queensland casinos was collected from individual casino websites during January 2011, and may include the maximum number of electronic gaming machines allowed (ie caps) rather than the number of actual operational machines.

South Australia

	SA			
	No. of	% of Total	Max No.	% of Total
	Venues	Venues	of EGMs^	EGMs^
5 or fewer	28	4.89%	123	0.89%
*Fewer than 10	119	20.77%	768	5.53%
10 or fewer	155	27.05%	1128	8.12%
15 or fewer	207	36.13%	1808	13.01%
Greater than 15	366	63.87%	12087	86.99%
Total	573		13,895	

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Non-casino electronic gaming machine numbers are correct as at 31 January 2011 as provided by the South Australian Attorney General's department

The number of electronic gaming machines in the casino was collected from the casino website during January 2011. It may include may include the maximum number of electronic gaming machines allowed (ie caps) rather than the number of actual operational machines.

Tasmania

	TAS			
	No. of Venues	% of Total Venues	No. of EGMs	% of Total EGMs
5 or fewer	0	0.00%	0	0.00%
*Fewer than 10	0	0.00%	0	0.00%
10 or fewer	5	4.90%	50	1.37%
15 or fewer	26	25.49%	356	9.76%
Greater than 15	76	74.51%	3,293	90.24%
Total	102		3,649	

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Electronic gaming machine numbers are correct as at 31 December 2010.

Victoria

	VIC			
	No. of Venues	% of Total Venues	No. of EGMs	% of Total EGMs
5 or fewer	2	0.39%	10	0.03%
*Fewer than 10	3	0.58%	18	0.06%
10 or fewer	6	1.16%	48	0.16%
15 or fewer	10	1.94%	105	0.36%
Greater than 15	506	98.06%	29,237	99.64%
Total	516		29,342	

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Non-casino electronic gaming machine data was downloaded from the Victorian government website in January 2011.

Data relating to the casino was collected from the casino's website during January 2011. The casino data may represent the maximum number of amount of EGMs they are entitled to operate (ie caps). It may include may include the maximum number of electronic gaming machines allowed (ie caps) rather than the number of actual operational machines..

[^] These figures represent the maximum amount of EĞMs each gaming venue is entitled to operate. The numbers do not necessarily equal the actual amount of EGMs operating in these venues.

Western Australia

	WA			
	No. of Venues	% of Total Venues	No. of EGMs	% of Total EGMs
5 or fewer	0	0.00%	0	0.00%
*Fewer than 10	0	0.00%	0	0.00%
10 or fewer	0	0.00%	0	0.00%
15 or fewer	0	0.00%	0	0.00%
Greater than 15	1	100.00%	1,875	100.00%
Total	1		1,875	

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Totals for all states and territories

Total				
	No. of Venues	% of Total Venues	No. of EGMs	% of Total EGMs
5 or fewer	466	8.45%	1,726	0.87%
*Fewer than 10	1,082	19.63%	6,257	3.16%
10 or fewer	1,443	26.17%	9,867	4.98%
15 or fewer	2,285	41.45%	21,320	10.77%
Greater than 15	3,228	58.55%	176,658	89.23%
Total	5,513		197,978	

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ACT: The data was retrieved from the ACT Gaming Commission website and captures actual machine numbers as at 30 June 2010. Pubs and taverns are included in this data set and these venues operate 'Class B' machines.

Non-casino electronic gaming machine numbers are correct as at 30 June 2010. Data excludes venues that were no longer trading and that did not have any electronic gaming machines. The number of electronic gaming machines in casinos was collected from the casino website during January 2011. It may include may include the maximum number of electronic gaming machines allowed (ie caps) rather than the number of actual operational machines.

NT: Electronic gaming machine numbers reflect actual machines in operation in the Northern Territory as at 31 December 2010.

QLD: Non-casino electronic gaming machine numbers reflect actual machines in operation in Queensland as at 31 December 2010. The number of electronic gaming machines in Queensland casinos was collected from individual casino websites during January 2011, and may include the maximum number of electronic gaming machines allowed (ie caps) rather than the number of actual operational machines.

<u>SA</u>: Figures represent the maximum amount of EGMs each gaming venue is entitled to operate. The numbers do not necessarily equal the actual amount of EGMs operating in these venues. Non-casino electronic gaming machine numbers are correct as at 31 January 2011 as provided by the South Australian Attorney General's department. The number of electronic gaming machines in the casino was collected from the casino website during January 2011. It may include may include the maximum number of electronic gaming machines allowed (ie caps) rather than the number of actual operational machines.

TAS: Electronic gaming machine numbers are correct as at 31 December 2010.

<u>VIC:</u> Non-casino electronic gaming machine data was collected from the Victorian government website in January 2011. Data relating to the casino was collected from the casino's website during January 2011. The casino data may represent the maximum number of amount of EGMs they are entitled to operate (ie caps). It may include may include the maximum number of electronic gaming machines allowed (ie caps) rather than the number of actual operational machines.

<u>WA:</u> Electronic gaming machine numbers are correct as at 15 April 2011. Casino data may represent the maximum number of amount of EGMs they are entitled to operate (ie caps). It may include may include the maximum number of electronic gaming machines allowed (ie caps) rather than the actual number of operational machines.

Electronic gaming machine numbers are correct as at 15 April 2011. Casino data may represent the maximum number of amount of EGMs they are entitled to operate (ie caps) rather than the actual number of operational machines..