

Gambling in Canada Roadmap

The Canada West Foundation has released its 3-year study on the scope and impact of gambling across Canada. The full report can be found at www.cwf.ca.

		BRITISH COLUMBIA	ALBERTA	SASKATCHEWAN	MANITOBA	ONTARIO	QUEBEC	NEW BRUNSWICK	NOVA SCOTIA	PEI	NEWFOUNDLAND		
FORMS OF GAMBLING AVAILABLE AND NET REVENUES	VLTs & Slot Machines	Slot machines program started in Oct. 1997 Revenue figures not available	1992/93 \$17.4 M 1997/98 \$565 M Retailer: \$122.5 M	1992/93 introduced July 1993 1996/97 \$132 M Retailer: \$28 M	1992/93 \$42.9 M 1996/97 \$124 M Retailer: \$49.8 M	Slot machines available at for-profit casinos	not including slots machines 1992/93 introduced in 1994 1997/98 \$315 M Retailer: \$176 M	1992/93 \$21 M(e) 1997/98 \$58 M Retailer: \$53 M	1992/93 \$29 M(e) 1997/98 \$80 M Retailer: \$31 M (30%)	1992/93 \$4.0 M(e) 1997/98 \$8.8 M Retailer: \$6.9 M	1992/93 \$7.4 M(e) 1997/98 \$44 M Retailer: \$16 M	VLTs & Slot Machines	
	Lottery Products	1992/93 \$233 M 1996/97 \$290 M Retailer: \$72 M	1992/93 \$130 M 1997/98 \$140 M Retailer: \$22 M	1992/93 \$38.9 M 1997/98 \$37.9 M Retailer: \$6.8 M includes fees of \$6 M (92/93) & \$13 M (97/98) paid to the provincial GRF	1992/93 \$46.3 M 1996/97 \$41.9 M Retailer: \$7.4 M	1992/93 \$567 M 1997/98 \$736 M Retailer: \$159 M	1992/93 \$457 M 1997/98 \$489 M Retailer: \$108 M	1992/93 \$26 M(e) 1997/98 \$28 M Retailer: \$9 M	1992/93 \$46 M(e) 1997/98 \$38 M Retailer: \$14 M (5%)	1992/93 \$4.5 M(e) 1997/98 \$5.8 M Retailer: \$1.8 M	1992/93 \$36 M(e) 1997/98 \$35 M Retailer: \$11 M	Lottery Products	
	Casinos (non-charity)	Revenue figures from non-charitable casinos not available	Not Available in Region	1992/93 introduced Jan 1996 1997/98 \$36.5 M Casino Regina operates as a Crown corp. Includes Native-run casinos	1992/93 \$18.5 M 1996/97 \$53.3 M Retailer: n/a	1995/96 \$116 M 1997/98 \$436 M (\$107 M direct revenue and \$329 M in win tax)	1993/94 (six months) \$70 M 1997/98 \$284 M Retailer: n/a	Not Available in Region	1993/94 opened in 1995 1997/98 \$22 M Retailer: \$17.5 M	Not Available in Region	Not Available in Region	Not Available in Region	Casinos (non-charity)
	Casinos (charity)	1992/93 \$34.1 M 1996/97 \$57.2 M Expenses: \$38.2 M	1992 (calendar) \$20.9 M 1996/97 \$27.9 M Retailer: 50% of revenue from urban casinos, 15% from slots	Data Not Available (there were no charity-run casinos in 1996/97)	Only 4 charitable casino events took place in 96/97 Revenues were negligible	Approx. \$10 M in yearly revenue from roving 3 day Monte Carlos events	Charitable casino data unavailable	1992/93 \$102,045 1997/98 \$75,103 Retailer: n/a	Not Available in Region	Only began licensing in July 1998; revenue figures unavailable prior to this date	1992/93 \$29,300 1997/98 \$20,300 Retailer: n/a		Casinos (charity)
	Bingos	1992/93 \$63.5 M 1996/97 \$67.1 M Expenses: \$33.2 M	includes Satellite Bingo 1992 (calendar) \$49.8 M 1996/97 \$54.7 M Expenses: about 50% of rev.	1992/93 \$22 M(e) 1996/97 \$23.8 M Expenses: n/a	includes breakopen tickets 1992/93 \$9.2 M 1996/97 \$12.8 M Expenses: about 40% of gross	only includes Superstar Bingo 1992/93 introduced in 1997 1997/98 \$27 M Retailer: \$9.5 M	includes Network Bingo 97/98 1993/94 \$38.5 M 1997/98 \$33.3 M Expenses: \$22.3 M	1992/93 \$12.5 M 1997/98 \$9.4 M Retailer: n/a	1995/96 \$4.6 M (e) 1996/97 \$12.3 M Expenses: \$9.4 M	1992/93 \$1.7 M 1997/98 \$2.0 M Retailer: \$1.6 M	1992/93 \$3.8 M 1997/98 \$2.5 M Retailer: n/a		Bingos
	Raffles & Pull-Tickets	1992/93 \$14.7 M 1996/97 \$19.7 M Expenses: \$9.0 M	1992 (calendar) \$31.1 M 1996/97 \$23.6 M Expenses: about 60% of rev.	1992/93 \$27 M 1996/97 \$19.8 M Expenses: n/a	1992/93 \$3.5 M 1996/97 \$5.3 M Expenses: about 20% of gross	Licensed by municipalities Revenue are not tracked	1993/94 \$24.1 M 1997/98 \$19.0 M Expenses: \$4.0 M	1992/93 \$2.7 M 1997/98 \$3.4 M Retailer: n/a	1995/96 \$2.8 M (e) 1996/97 \$3.2 M Retailer: \$1.7 M	Only began licensing in July 1998; revenue figures unavailable prior to this date	1992/93 \$8.7 M 1997/98 \$7.6 M Retailer: n/a		Raffles & Pull-Tickets
Horse Racing		1992 (calendar) \$46.6 M(e) 1997 (calendar) \$52.8 M(e) based on 24% of total horse racing "handle" (gross wagers)	1992 (calendar) \$54.4 M(e) 1997 (calendar) \$35.4 M(e) based on 24% of total horse racing "handle" (gross wagers)	1992 (calendar) \$2.3 M(e) 1997 (calendar) \$3.8 M(e) based on 24% of total horse racing "handle" (gross wagers)	1992 (calendar) \$10.9 M(e) 1997 (calendar) \$7.1 M(e) based on 24% of total horse racing "handle" (gross wagers)	1992 (calendar) \$69.1 M(e) 1997 (calendar) \$41 M(e) based on 24% of total horse racing "handle" (gross wagers)	1992 (calendar) \$1.5 M(e) 1997 (calendar) \$1.6 M(e) based on 24% of total horse racing "handle" (gross wagers)	1992 (calendar) \$2.8 M(e) 1997 (calendar) \$2.2 M(e) based on 24% of total horse racing "handle" (gross wagers)	1992 (calendar) \$1.5 M(e) 1997 (calendar) \$1.4 M(e) based on 24% of total horse racing "handle" (gross wagers)	1992 (calendar) \$150,350 (e) 1997 (calendar) \$206,200 (e) based on 24% of total horse racing "handle" (gross wagers)		Horse Racing	
	Est. Per Adult Net Revenue	1992/93 \$147.85 Current \$160.88 8.8%	1992/93 \$158.32 Current \$404.09 155%	1992/93 \$124.63 Current \$340.36 173%	1992/93 \$159.08 Current \$286.85 80%	1992/93 \$117.60 Current \$166.64 42%	1992/93 \$115.41 Current \$171.28 88%	1992/93 \$112.90 Current \$173.39 52%	1992/93 \$121.90 Current \$216.51 78%	1992/93 \$121.59 Current \$173.39 44%	1992/93 \$131.58 Current \$207.29 58%		
Problem Gambling	Current Adult Pathological Gambling Rate (Source)	1.8% (Gemini Research Group & Angus Reid, 1993)	2.0% (Wynne Resources for AADAC, 1998)	0.8% (Tanka and Gemini Research, 1993)	1.9% (Gemini Research, 1995)	2% have "3 to 4" problems with gambling (Addictions Research Foundation, 1995)	2.1% (Ladouceur, Laval University, 1996)	2.2% (Baseline Market Research Ltd., 1996)	1.9% (Baseline Market Research Ltd., 1996)	No Provincial Study	No Provincial Study		
	Current Adult Problem Gambling Rate (Source)	2.4% (Gemini Research Group & Angus Reid, 1993)	2.8% (Wynne Resources for AADAC, 1998)	1.9% (Tanka and Gemini Research, 1993)	2.4% (Gemini Research, 1995)	2% have "5+" problems with gambling (Addictions Research Foundation, 1995)	2.4% (Ladouceur, Laval University, 1996)	1.9% (Baseline Market Research Ltd., 1996)	3.6% (Baseline Market Research Ltd., 1996)	No Provincial Study	No Provincial Study		
	Agency Treating Problem Gamblers	BC Ministry for Children and Families	Alberta Alcohol and Drug Abuse Commission (AADAC)	Department of Health	Addictions Foundation Manitoba	Ontario Substance Abuse Program	Ministry of Health & Social Services Centre québécois d'excellence pour la prévention et le traitement du jeu	Department of Health and Community Services	Dept. of Health's Problem Gambling Services	Department of Health and Social Services' Addictions Services	Department of Health and Community Services		
	Gambling Treatment Expenditures 1992/93	None	None	None	None	None	None	None	Financial allocations began in December 1993	None	None	None	
	Gambling Treatment Expenditures 1997/98	\$1.7 M—additional allocations set at \$2 M a year	\$2.3 million	\$1.4 million	\$1 million in 1997/98 (98/99 expenditure—\$1.5 M)	\$3.5 million (\$10 M from slots will be transferred in 1999)	Loto-Québec Education and Prevention Program—\$2.4 M	\$530,000	\$1.7 million	None—under Department of Health and Social Services	\$300,000		
	Relative Treatment Expenditure Data	0.35% of net gambling rev. \$13.38 per problem gambler	0.27% of net gambling rev. \$22.87 per problem gambler	0.55% of net gambling rev. \$69.53 per problem gambler	0.41% of net gambling rev. \$27.30 per problem gambler	0.24% of net gambling rev. \$10.06 per problem gambler	0.20% of net gambling rev. \$9.77 per problem gambler	0.53% of net gambling rev. \$22.03 per problem gambler	1.08% of net gambling rev. \$42.44 per problem gambler	Data Not Available	0.34% of net gambling rev.		

What are the... – from page 3

By Nigel Turner
Gambling Researcher at CAMHA

For many, perception is reality. When it comes to the odds of winning in gambling most people perceive that their chances of winning are greater than they really are. What do you believe?

1. What is the best way to become a millionaire? 1) Win a lottery. 2) Inherit the money. 3) Score big in Poker. 4) Rob a bank. 5) Start your own business. **Number 5.** About 75% of millionaires got there by running a business.
2. True or False? If every 649 lottery draw for the past year had two numbers between



- 31 and 39, it would probably indicate that the lottery has a bias toward those numbers. **False.** Number patterns in lotteries can occur by chance.
3. True or False? You can usually find patterns in most 'random' sequences. **True.** Random events form patterns by pure chance. The more types of patterns you look for, the better your chances of finding one by

- pure chance. But - these patterns don't predict an outcome. You can't use these patterns to help you win.
4. True or False? If you programmed a computer to type different letters randomly, after completing one full page, the computer would have typed several words and the occasional short sentence. **True.** By random chance the computer will type out several two and three



- letter words, and occasionally longer words and sentences. Out of the three thousand letters that the computer might type on the page, approximately 115 of them, on average, will be the letter 'n'. The odds that the computer will follow this with the letter 'o' are 1 in 26 which means that the computer will, on average, type the word 'no' 4.4 times on the page. There are many two and three letter words such as 'to', 'no', 'or', 'at', 'and', 'man'

- and 'bus', that will appear by pure chance, some even forming sentences. It took my computer only a couple of hours to randomly produce the sentence "iloveyou".
5. True or False? If the number 18 has come up 4 times in the past 20 spins of the roulette wheel, it is very unlikely that the number 18 will come up in the next spin. **False.** Past draws cannot affect the chances