

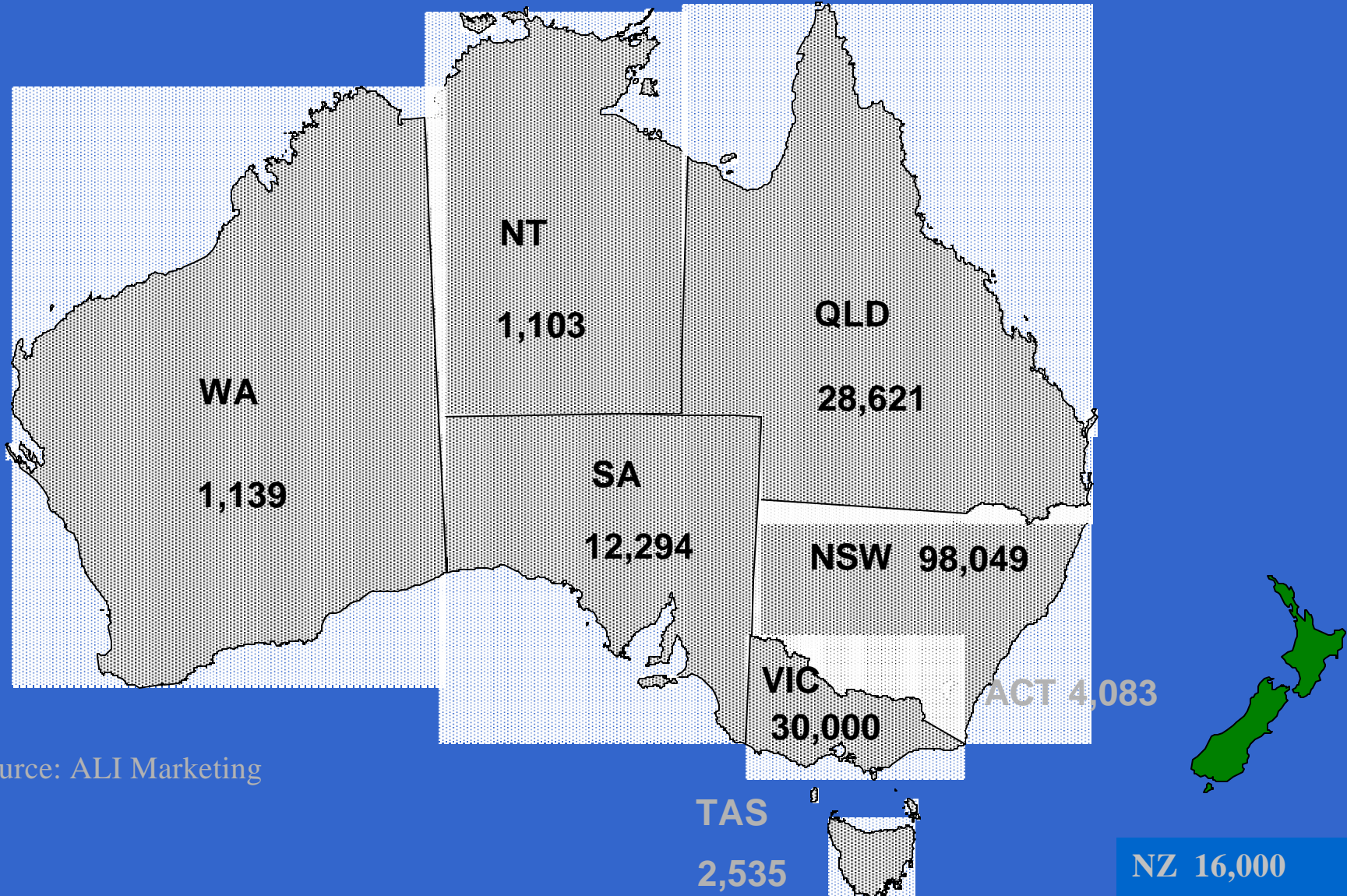


# **“THE IMPACT OF GAMING MACHINES ON THE RACE TRACK”**

**- The Australian Perspective**

# The Australian Gaming Machine Market

## Installed Base, per State - January 1999



Source: ALI Marketing



# **MACHINE INSTALLATIONS BY STATE VS NUMBER OF MACHINES AT TRACKS**

<b>NSW</b>	<b>98,049</b>	<b>150</b>
<b>VIC</b>	<b>30,000</b>	<b>896</b>
<b>QLD</b>	<b>28,621</b>	<b>NIL</b>
<b>SA</b>	<b>12,294</b>	<b>15</b>
<b>NT</b>	<b>1,103</b>	<b>NIL</b>
<b>WA</b>	<b>1,139</b>	<b>NIL</b>
<b>TAS</b>	<b>2,535</b>	<b>NIL</b>
<b>ACT</b>	<b>4,083</b>	<b>3</b>
<b>NZ</b>	<b>16,000</b>	<b>21</b>



## AUSTRALIAN GAMBLING MARKET 98/99

<b>WAGERING .....</b>	<b>\$1.8 BILLION</b>
<b>LOTTERIES AND MINOR GAMING .....</b>	<b>\$1.7 BILLION</b>
<b>CASINO TABLES .....</b>	<b>\$1.4 BILLION</b>
<b>GAMING MACHINES .....</b>	<b>\$7.6 BILLION</b>
<b>TOTAL .....</b>	<b>\$12.5 BILLION</b>

*Source : TABCORP internal estimates*



***RDA***

**Racing Distribution Agreement**