

CASINOS

AUSTRALIA

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- For further information about these and related statistics, contact the National Information and Referral Service on 1300 135 070 or Ann Santo on Melbourne 03 9615 7910.

NOTES

INTRODUCTION

This publication presents results, in respect of the 2000–2001 financial year, from an Australian Bureau of Statistics (ABS) census of Australian casino businesses. The census of the casinos industry has been conducted on an annual basis since 1994–95 and includes all businesses classified to Class 9322, Casinos, of the Australian and New Zealand Standard Industrial Classification (ANZSIC). Class 9322 includes units mainly engaged in providing a range of gambling services in addition to totalisator or gaming machine services, and other amusements, in a building to which the general public have access. As such, this census did not include businesses mainly carrying out on-line casino games activities.

COMMENTS ON THIS PUBLICATION

The ABS welcomes comments and suggestions from users recommending industries and data items for inclusion in future service industries surveys. These comments should be addressed to the Director, Service Industries Surveys, PO Box 10, Belconnen, ACT, 2616.

ROUNDING

Where figures have been rounded discrepancies may occur between the sum of component items and the total.

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ABBREVIATIONS

ABS	Australian Bureau of Statistics
ANZSIC	Australian and New Zealand Standard Industrial Classification
EBIT	earnings before interest and tax
IVA	industry value added
OPBT	operating profit before tax

Dennis Trewin
Australian Statistician

SUMMARY OF FINDINGS

INTRODUCTION

This publication presents results, in respect of the 2000–2001 financial year, from an Australian Bureau of Statistics (ABS) census of Australian casino businesses.

SIZE OF INDUSTRY

At the end of June 2001, there were 13 casinos operating in Australia, employing a total of 20,413 persons. These casinos generated a total income of \$3,137m, with takings from gambling contributing \$2,504m or 80% to the total income.

The casinos industry incurred total expenses of \$2,599m during 2000–01, resulting in an operating profit before tax of \$537m. This represents an increase of 19% over the operating profit before tax recorded in 1999–2000 of \$452m. The operating profit margin for the casinos industry was 17.4% in 2000–01, continuing the increasing trend from 3.4% in 1998–99 and 15.1% recorded in 1999–2000.

The industry value added of the casinos industry increased by 5% from \$1,564m in 1999–2000 to \$1,648 in 2000–01.

SOURCES OF INCOME

The casinos industry generated \$3,137m in income during 2000–01, an increase of 3% on the 1999–2000 figure of \$3,038m.

Takings from gambling (\$2,504m) has increased by 4% since 1999–2000 and was the most significant source of income for casinos, representing 80% of their total income.

Takings from gaming tables generated \$1,464m in income during 2000–01 and represented a small increase of 2% since 1999–2000. Takings per gaming table, has increased by 3% since 1999–2000 to \$1,317,500 per table.

Takings from poker/gaming machines of \$1,021m accounted for 33% of total income and increased by 9% since 1999–2000. During 2000–01, the takings per poker/gaming machine was \$94,000. Takings from keno of \$19m has decreased by 11% since 1999–2000 and represented less than 1% of total income.

For 2000–01, the net takings from overseas players was \$611m, an increase of 13% since 1999–2000. Net takings from overseas premium players contributed \$500m to this figure and increased by 8% since 1999–2000. In contrast, the net takings from gaming tables sourced from Australian players in 2000–01 (\$852m) represented a decrease of 5% since 1999–2000.

These net takings represented a net loss of \$71 and \$59 per head of the Australian adult population for poker/gaming machines and gaming tables respectively during 2000–01.

Other significant sources of income for casinos were takings from meals (\$191m) and income from the sale of alcohol and other beverages (\$149m), both of which recorded decreases of their respective incomes since 1999–2000. Takings from accommodation (\$133m) and rent, leasing and hiring income (\$38m) recorded increases of 12% and 16% respectively since 1999–2000.

EXPENSES

Total expenses for the casino industry during 2000–01 were \$2,599m, which was a slight increase since 1999–2000.

As with previous years, labour costs remained the most significant expense, accounting for 32% (\$842m) of total expenses. Wages and salaries (\$733m) was the largest

SUMMARY OF FINDINGS *continued*

EXPENSES *continued*

component of labour costs and represented an average wage per employee of \$35,900. This compared to an average wage per employee in 1999–2000 of \$34,900.

Gambling taxes and levies (\$503m) were the next most significant expense for casinos and represented 19% of total expenses. This expense item comprised \$25m paid directly to the government for the community benefit levy and \$477m paid in other gambling taxes and levies. The ratio of gambling taxes to net gambling income remained unchanged from the previous three years at 20%.

Other significant expenses incurred by the casinos industry were marketing, promotion and sponsorship expenses (\$372m), which increased by 14% since 1999–2000; depreciation and amortisation (\$194m) which remained virtually unchanged since 1999–2000.

Purchases of goods for resale were \$145m, and included purchases of foodstuffs for use in preparing meals and liquor and other beverages. Consistent with an 8% decrease in food and beverage sales, purchases of foodstuffs and beverages also decreased by 7% since 1999–2000.

GAMBLING FACILITIES

At the end of June 2001, there was a total of 10,853 poker/gaming machines in the 13 casinos in Australia. This represents a slight increase on the 10,825 poker/gaming machines in place at the end of June 2000.

In contrast, the number of gaming tables in casinos at 30 June 2001 (1,111) continued to decline from 1,119 tables at the end of June 2000 and 1,129 tables at the end of June 1999.

The takings per poker/gaming machines in 2000–01 were \$94,000, which represented an increase of 9% on \$86,600 per machine recorded in 1999–2000, and a 16% increase since 1998–99.

While the number of gaming tables in casinos has shown a slight decrease since 1999–2000, the average takings per table in 2000–01 (\$1,317,500) increased by 3% on the figure of \$1,285,300 recorded in 1999–2000. A contributing factor of this increase in takings per table would be the 14% increase in net takings from overseas players.

EMPLOYMENT

At the end of June 2001, the casino industry employed 20,413 persons, a slight decrease from the 20,497 persons employed at the end of June 2000.

The majority (60%) of persons in the industry (12,319) were employed on a permanent full-time basis, comprising 7,593 males and 4,726 females. In addition, there were 4,485 casual employees and 3,609 permanent part-time employees at the end of June 2001.

Of the 20,413 persons employed, there were 8,353 (41%) licensed gaming staff, comprising 807 licensed cashiers, tellers and counters and 7,546 other licensed gaming staff. By way of comparison, at the end of June 2000 there were 8,277 licensed gaming staff, comprising 775 licensed cashiers, tellers and counters and 7,502 other licensed gaming staff. Gambling takings per licensed gaming staff in 2000–01 were \$299,700, compared with \$289,700 in 1999–2000.

SUMMARY OF FINDINGS *continued*

EMPLOYMENT *continued*

Other significant employment categories in the industry were waiters and waitresses (2,099 persons) and bar managers and attendants (1,939 persons), each representing 10% of the total casinos' workforce.

CONCENTRATION STATISTICS

The four largest enterprise groups (i.e. casino businesses under common ownership and control) confirmed their domination of the casino industry, accounting for 80% of employment (16,323 persons), 83% of wages and salaries (\$606m), 87% of total income (\$2,732m) and 86% of total expenses (\$2,229m).

The operating profit before tax of the four largest enterprise groups was \$504m, representing an increase of 19% since 1999–2000. This continued the dominance of the four largest enterprise groups in terms of profit levels, with the four largest enterprise groups accounting for 94% of industry profit and the remaining 6 enterprise groups accounting for 6% of the industry profit.

The domination of the four largest enterprise groups to the industry aggregates is almost identical in percentage terms to 1999–2000.

NET WORTH

At the end of June 2001, the net worth of the casino industry had continued its rise shown in recent years to \$4,029m, a 13% increase since June 2000.

A contributing factor of the increase in net worth was a 2% decrease in total liabilities from \$1,613m in June 2000 to \$1,578m in June 2001. This decrease in liabilities for 2000–01 is further reflected in the long-term debt to equity ratio of 27.0%, a decrease from 32.9% since 1999–2000.

The value of assets for casinos increased by 8% to \$5,607m at June 2001, and the return on assets for 2000–01 recorded a similar movement, increasing from 8.7% in 1999–2000 to 9.6% in 2000–01.

KEY FIGURES

		1998-99	1999-2000	2000-01
Casinos at end June	no.	13	13	13
Employment at end June				
Permanent employees	no.	15 543	16 039	15 928
Casual employees	no.	4 799	4 458	4 485
<i>Total</i>	no.	20 342	20 497	20 413
Gaming equipment at end June				
Gaming/poker machines	no.	10 733	10 825	10 853
Gaming tables	no.	1 129	1 119	1 111
Income				
Takings from gambling	\$m	2 217.8	2 397.4	2 503.5
Other income	\$m	563.4	640.4	633.3
<i>Total</i>	\$m	2 781.2	3 037.9	3 136.8
Expenses				
Labour costs	\$m	790.7	819.1	841.8
Poker machine, keno and other gambling taxes/levies	\$m	451.0	478.6	502.8
Other expenses	\$m	1 421.8	1 282.6	1 254.1
<i>Total</i>	\$m	2 663.5	2 580.3	2 598.7
Operating profit before tax	\$m	92.6	452.2	536.6
Operating profit margin	%	3.4	15.1	17.4
Industry value added	\$m	1 238.2	1 563.6	1 648.2

SOURCES OF INCOME

	1998-99		1999-2000		2000-01	
	\$m	%	\$m	%	\$m	%
Sales of goods and services						
Net takings from gambling						
Poker/gaming machines	866.7	31.2	937.6	30.9	1 020.5	32.5
Keno	24.2	0.9	21.5	0.7	19.2	0.6
Takings from gaming tables						
Overseas premium players	318.3	11.4	463.4	15.3	500.4	16.0
Other rated players from overseas	47.0	1.7	75.1	2.5	111.0	3.5
Other players	961.5	34.6	899.8	29.6	852.3	27.2
Total takings from gaming tables	1 326.8	47.7	1 438.3	47.3	1 463.7	46.7
Total	2 217.8	79.7	2 397.4	78.9	2 503.5	79.8
Commissions from TAB operations/sports betting operations	2.0	0.1	1.8	0.1	1.8	0.1
Income from the provision of entertainment	20.4	0.7	15.3	0.5	11.0	0.3
Takings from meals	182.2	6.6	206.3	6.8	190.8	6.1
Sales of beer, wine and spirits	159.9	5.7	161.2	5.3	149.1	4.8
Takings from accommodation	102.0	3.7	118.9	3.9	132.7	4.2
Other retail sales	12.7	0.5	11.3	0.4	9.4	0.3
Rent, lease and hiring income	27.1	1.0	32.8	1.1	38.2	1.2
Takings from car parking operations	22.3	0.8	27.2	0.9	22.7	0.7
Other operating income	15.1	0.5	25.0	0.8	30.4	1.0
Total	2 761.4	99.3	2 997.2	98.7	3 089.5	98.5
Interest income	7.1	0.3	np	np	np	np
Other non-operating income	12.7	0.5	np	np	np	np
Total	2 781.2	100.0	3 037.9	100.0	3 136.8	100.0

np not available for publication but included in totals where applicable, unless otherwise indicated

ITEMS OF EXPENDITURE

	1998-99		1999-2000		2000-01	
	\$m	%	\$m	%	\$m	%
Labour costs						
Wages and salaries	687.5	25.8	714.4	27.7	732.5	28.2
Employer contributions to superannuation funds	45.9	1.7	47.1	1.8	52.2	2.0
Workers' compensation costs	12.0	0.5	13.0	0.5	13.0	0.5
Fringe benefit tax	3.7	0.1	3.5	0.1	2.3	0.1
Payroll tax	41.6	1.6	41.0	1.6	41.8	1.6
<i>Total</i>	<i>790.7</i>	<i>29.7</i>	<i>819.1</i>	<i>31.7</i>	<i>841.8</i>	<i>32.4</i>
Selected expenses						
Rent, leasing and hiring expenses	41.9	1.6	27.7	1.1	31.5	1.2
Poker machine, keno and other gambling taxes/levies						
Community benefit levy(a)	21.3	0.8	23.3	0.9	25.4	1.0
Other gambling taxes/levies	429.7	16.1	455.3	17.6	477.4	18.4
<i>Total</i>	<i>451.0</i>	<i>16.9</i>	<i>478.6</i>	<i>18.5</i>	<i>502.8</i>	<i>19.3</i>
Advertising expenses	37.9	1.4	37.2	1.4	32.1	1.2
Casino licence fees	9.5	0.4	9.4	0.4	9.6	0.4
Land tax and land rates	17.2	0.6	19.7	0.8	17.4	0.7
Contract payments to entertainers	16.2	0.6	16.6	0.6	na	..
Fares and other travelling expenses	18.9	0.7	39.1	1.5	15.0	0.6
Accommodation and hospitality expenses	52.7	2.0	37.8	1.5	48.2	1.9
Marketing, promotion and sponsorship expenses	292.1	11.0	328.1	12.7	372.4	14.3
Repair and maintenance	32.8	1.2	38.3	1.5	40.9	1.6
Electricity, gas and water charges	27.5	1.0	28.8	1.1	26.7	1.0
Telecommunication services	7.0	0.3	7.9	0.3	7.5	0.3
Management fees/charges paid to related and unrelated businesses	49.3	1.9	60.2	2.3	64.7	2.5
Other selected expenses(b)	301.0	11.3	159.9	6.2	143.2	5.5
<i>Total</i>	<i>1 355.2</i>	<i>50.9</i>	<i>1 289.3</i>	<i>50.0</i>	<i>1 311.9</i>	<i>50.5</i>
Other costs						
Purchases of goods for resale						
Foodstuffs for use in preparing meals	76.7	2.9	78.3	3.0	74.6	2.9
Liquor and other beverages	49.3	1.9	46.4	1.8	41.2	1.6
Other purchases	35.7	1.3	33.9	1.3	29.5	1.1
<i>Total</i>	<i>161.8</i>	<i>6.1</i>	<i>158.6</i>	<i>6.1</i>	<i>145.3</i>	<i>5.6</i>
Depreciation and amortisation	177.1	6.6	190.6	7.4	194.0	7.5
Insurance premiums	8.2	0.3	7.8	0.3	8.5	0.3
Interest expenses	161.3	6.1	98.0	3.8	78.3	3.0
Bad debts	9.2	0.3	16.8	0.7	18.9	0.7
<i>Total</i>	<i>517.6</i>	<i>19.4</i>	<i>471.8</i>	<i>18.3</i>	<i>445.0</i>	<i>17.1</i>
Total	2 663.5	100.0	2 580.3	100.0	2 598.7	100.0
Total cost of training employees(c)	7.8	0.3	7.4	0.3	6.0	0.2

na not available

.. not applicable

(a) Where the casino pays the levy direct to government.

(b) Includes abnormal items of \$156m for 1998-99.

(c) Included in a variety of expense items above.

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CHARACTERISTICS OF EMPLOYMENT

Type of employment		Males	Female	Persons
Permanent full-time employees	no.	7 593	4 726	12 319
Permanent part-time employees	no.	1 597	2 012	3 609
Total permanent employees	no.	9 190	6 738	15 928
Casual employees	no.	2 272	2 213	4 485
Total employment at end June 2001	no.	11 462	8 951	20 413
Proportion of total	%	56.2	43.8	100.0
Total employment at end June 2000	no.	11 441	9 056	20 497
Proportion of total	%	55.8	44.2	100.0
Total employment at end June 1999	no.	11 294	9 048	20 342
Proportion of total	%	55.5	44.5	100.0

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MAIN OCCUPATIONS

	Persons at end June 1999		Persons at end June 2000		Persons at end June 2001	
	no.	Proportion of total %	no.	Proportion of total %	no.	Proportion of total %
Managers/administrators	1 350	6.6	1 052	5.1	937	4.6
Other clerical and administrative staff	1 637	8.0	1 682	8.2	1 751	8.6
Licensed gaming staff						
Licensed cashiers, tellers and counters	na	..	775	3.8	807	4.0
Other licensed gaming staff	na	..	7 502	36.6	7 546	37.0
Total	7 885	38.8	8 277	40.4	8 353	41.0
Chefs	952	4.7	987	4.8	941	4.6
Bar managers and attendants	1 708	8.4	1 891	9.2	1 939	9.5
Waiters/waitresses	2 216	10.9	2 231	10.9	2 099	10.3
Kitchen hands	412	2.0	516	2.5	559	2.7
Security officers/surveillance staff	1 010	5.0	970	4.7	989	4.8
Maintenance staff	458	2.3	340	1.7	365	1.8
Cleaning staff	812	4.0	763	3.7	760	3.7
Housekeeping staff	783	3.8	879	4.3	797	3.9
Other	1 119	5.5	909	4.4	923	4.5
Total	20 342	100.0	20 497	100.0	20 413	100.0

na not available
.. not applicable

CONCENTRATION STATISTICS

	<i>Enterprise groups at end June</i>	<i>Employment at end June</i>	<i>Wages and salaries</i>	<i>Total income</i>	<i>Total expenses</i>	<i>Operating profit before tax</i>
	no.	no.	\$m	\$m	\$m	\$m
2000-01						
Largest four	4	16 323	606.3	2 732.3	2 228.5	503.8
Remainder	6	4 090	126.2	404.5	370.2	32.8
<i>Total</i>	10	20 413	732.5	3 136.8	2 598.7	536.6
1999-2000						
Largest four	4	16 412	595.5	2 649.1	2 225.3	423.9
Remainder	6	4 085	119.0	388.8	355.0	28.2
<i>Total</i>	10	20 497	714.4	3 037.9	2 580.3	452.2
1998-99						
Largest four	4	16 410	569.7	2 375.5	2 318.9	32.5
Remainder	6	3 932	117.8	405.7	344.6	60.1
<i>Total</i>	10	20 342	687.5	2 781.2	2 663.5	92.6

ASSETS AND LIABILITIES

	1998-99	1999-2000	2000-01
	\$m	\$m	\$m
Assets			
Current assets	814.7	r798.2	1 109.4
Non-current assets	4 238.9	4 375.5	4 497.8
<i>Total</i>	5 053.6	r5 173.7	5 607.2
Liabilities			
Current liabilities	447.6	r440.4	491.0
Non-current liabilities	1 542.5	1 172.4	1 086.8
<i>Total</i>	1 990.0	r1 612.8	1 577.8
Net worth	3 063.6	3 561.0	4 029.4

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SELECTED RATIOS

		1998-99	1999-2000	2000-01
Employment ratios				
Operating profit before tax per person employed	\$'000	4.6	22.1	26.3
Labour costs per person employed	\$'000	38.9	40.0	41.2
Labour costs to total expenses	%	29.7	31.7	32.4
Total assets per person employed	\$'000	248.4	r252.4	274.7
Profitability ratios				
Operating profit margin	%	3.4	15.1	17.4
Return on assets	%	1.8	r8.7	9.6
Return on funds	%	5.5	11.6	12.0
Gambling ratios				
Takings per poker/gaming machine	\$'000	80.8	86.6	94.0
Takings per gaming table	\$'000	1 175.2	1 285.3	1 317.5
Takings from gambling per licensed gaming staff	\$'000	281.3	289.7	299.7
Gambling taxes to gambling income	%	20.3	20.0	20.1
Other ratios				
Short term debt to equity	%	14.6	r12.4	12.2
Long term debt to equity	%	50.4	32.9	27.0
Current ratio	times	1.8	r1.8	2.3
Assets turnover	times	0.5	0.6	0.6

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EXPLANATORY NOTES

INTRODUCTION	1 This publication presents results, in respect of 2000–01, from an Australian Bureau of Statistics (ABS) census of the 13 casinos operating in Australia.
SCOPE	2 The scope of the census included all businesses classified to Class 9322, Casinos, of the 1993 edition of the Australian and New Zealand Standard Industrial Classification (ANZSIC). This class consisted of units mainly engaged in providing a range of gambling services in addition to totalisator or gaming machine services, and other amusements, in a building to which the general public has access. Included are units providing food, liquor and accommodation services in addition to a full range of gambling services. 3 The scope of the census excluded businesses mainly operating on-line casino game sites.
STATISTICAL UNIT	4 The unit for which statistics are produced in this publication is operating casino sites. Where the casino and any attached accommodation unit are managed as a single operation, then the total operations of the statistical unit have been included. Conversely, if the accommodation unit is separately operated, then data for the accommodation unit have not been included.
REFERENCE PERIOD	5 Data contained in the tables in this publication relate to all casinos which operated in Australia at any time during the year ended June 2001.
RELEASE OF ADDITIONAL INFORMATION	6 It should be noted that, due to confidentiality constraints, no State data is available for release for the casino industry.
RELIABILITY OF DATA	7 Because the census does not have a sample component, the data are not subject to sampling variability. However, other inaccuracies collectively referred to as non-sampling error may affect the data. These non-sampling errors may arise from a number of sources, including: errors in the reporting of data by respondents; errors in the capturing or processing of data; estimation for missing or mis-reported data; and definition and classification errors. Every effort has been made to reduce non-sampling error to a minimum by careful design and testing of questionnaires, efficient operating procedures and systems, and appropriate methodology.

GLOSSARY

Advertising expenses	This includes expenses paid to advertising agencies, direct payments to the press, radio and television stations, and other advertising expenses. It excludes marketing, promotion and sponsorship expenses.
Asset turnover	The number of times the value of sales exceeds the value of assets, i.e. sales of goods and services divided by the total value of assets.
Bad debts	Bad debts is the actual amount of bad debt written off, net of bad debts previously written off but recovered.
Casual employees	Employees not entitled to take paid holidays.
Closing inventories	See inventories.
Community benefit levy	As part of gambling taxes and levies, casinos in most States and Territories directly pay a community benefit levy to government, which is generally a levy on gaming revenue and is used to fund community service organisations and groups.
Current assets	The book value of current assets at the end of the financial year. This includes cash on hand, stocks, trade debtors, and other accounts receivable. These are assets that would generally cease to exist or be used up within a period of 12 months.
Current liabilities	The book value of current liabilities as at the end of the financial year. This includes provisions for taxation, leave, claims, trade creditors and other accounts payable, and bank overdraft. These are liabilities that would normally be due or payable within a period of 12 months.
Current ratio	The number of times current assets exceed current liabilities, (i.e. current assets divided by current liabilities). This liquidity measure indicates the ability to meet immediate financial obligations from current assets.
Depreciation and amortisation	The financial charges made to the accounts to reflect that part of the value of the asset which may be regarded as having been used up in producing revenue in a particular accounting period.
Employer contributions to superannuation funds	The costs of the employer's superannuation contributions during the reference period (including contributions made by the employer on behalf of employees).
Employment at end June	This includes working directors, and other employees (including casual employees) working for a business during the last pay period ending in June.
Fringe benefits tax	Fringe benefits tax is paid by employers when certain benefits in excess of normal wages or salaries (e.g. free or discounted goods) are received by their employees in connection with their employment.
Full-time employees	Employees who work 35 hours per week or more.
Gambling taxes to gambling income	Poker machines, keno and other gambling taxes expressed as a percentage of total income from gambling.
Industry value added (IVA)	A measure of gross product at basic prices. For businesses in the gambling industry, IVA is defined as the sale of goods and services plus the change in stocks less purchases and selected expenses (excluding indirect taxes). Indirect taxes include payroll tax, fringe benefits tax and land tax and land rates.
Interest expenses	This includes interest on bank loans, loans made from related as well as unrelated businesses/organisations, and interest in respect of finance leases, interest paid to loans from partners, interest equivalents, such as hedging costs, and expenses associated with discounted bills. It excludes bank charges and capital repayments.
Interest income	This includes interest from deposits in banks and non-bank financial institutions, loans and advances made to other businesses, interest on finance leases, and earnings on discounted bills. It excludes capital repayments received.

GLOSSARY *continued*

Inventories	The reported total book value of inventories as at the beginning (for opening inventories) and at the end (for closing inventories) of the reporting period. The values reported are those as reported on business balance sheets.
Labour costs	Labour costs include wages and salaries, employers' contribution to superannuation funds, workers' compensation, payroll tax and fringe benefits tax.
Land tax and land rates	Land tax is an annual tax assessed to the owner of the land.
Long-term debt to equity	Non-current liabilities expressed as a percentage of net worth.
Management fees/charges paid to related and unrelated businesses	These are payments made to businesses for other management and administrative services.
Marketing, promotion and sponsorship expenses	Marketing and promotion expenses are the costs incurred in the long-range promotion of a business and its goods or services. It may include expenses associated with attracting premium and other rated players to the casino. It includes cash give-aways for competitions as well as printing costs. Sponsorship expenses are the costs incurred in the public support/promotion of sporting, arts or cultural activities.
Net takings from gambling	This consists of net takings from gaming/poker machines, takings from keno, and takings from table games (net of payouts to players).
Net worth	This is total assets minus total liabilities.
Non-current assets	The book value of non-current assets at the end of the financial year. These are assets of a long-term (longer than 12 months) nature and include property, plant and machinery needed for normal operations, capitalised interest and goodwill.
Non-current liabilities	The book value of non-current liabilities as at the end of the financial year. These are liabilities that are not due within the next financial period and include bank loans, debentures, and unsecured notes.
Opening inventories	See inventories.
Operating profit before tax (OPBT)	A measure of profit (or loss) before extraordinary items are brought into account and prior to the deduction of income tax and appropriations to owners. It is derived as total income minus total expenses, plus closing inventories minus opening inventories.
Operating profit margin	Operating profit margin of the industry represents that percentage of the sales of goods and services which becomes profit after all operating expenses have been deducted. It is derived by expressing total operating profit before tax (OPBT) as a percentage of total sales of goods and services (i.e. OPBT times 100 divided by Sales of goods and services).
Other non-operating income	This includes net profit (loss) on sales of fixed tangible assets, dividend income, net profit (loss) on share trading, donations, and net profit (loss) on foreign loans as a result of variation in foreign exchange rates/transactions. Excludes extraordinary profit (loss) (i.e. not associated with the normal operations of the business and of a non-recurring nature).
Other operating income	Various income items which are not included elsewhere (e.g. commissions from vending machines, income from the provision of telephone and laundry services, unredeemed gaming chips, etc.).
Other rated players from overseas	Other rated players from overseas do not receive rebates as such, but may have some or all of their expenses (accommodation, travel, etc.) paid by the casino.
Other retail sales	This includes sales of souvenirs, cigarettes (except those sold from vending machines), clothing and footwear, publications and takeaway food. It excludes income under licensing arrangements.

GLOSSARY *continued*

Other selected expenses	This includes computer software expenses, periodical, magazine and journal expenses, payments for staff training services, waste handling expenses, postal expenses, legal and audit expenses.
Overseas premium players	Overseas premium players (commonly referred to as 'junket' or 'high roller' players) are those players brought from overseas to participate in rebate programs, under which a percentage of their total amount bet is returned to them, usually as a cash rebate. As well, premium players may have some or all of their expenses (accommodation, travel, etc.) paid by the casino.
Part-time employees	Employees who work less than 35 hours per week.
Payroll tax	Payroll tax includes a payroll tax surcharge and payroll tax minus rebate adjustments made during the year.
Poker machine, keno and other gambling taxes/levies	These are taxes/levies paid to the Government for poker machines, keno and other gambling facility operations. They exclude casino licence fees.
Purchases of goods for resale	This includes purchases of finished goods for resale, foodstuffs for use in preparing meals and takeaway food, liquor and other beverages, and other non-capitalised purchases such as containers and packaging materials.
Rent, leasing and hiring expenses	These are the costs from the rent, leasing and hiring of vehicles, land, buildings, machinery, equipment and other property from other businesses or individuals. They exclude expenses relating to finance leases.
Return on assets	Operating profit before tax expressed as a percentage of the total book value of assets, (i.e. OPBT times 100 divided by total assets).
Return on funds	Earnings before interest and tax (EBIT) expressed as a percentage of long-term investment funds, (i.e. EBIT times 100 divided by (net worth plus non-current liabilities)).
Short-term debt to equity	Current liabilities expressed as a percentage of net worth.
Takings from car park operations	This includes all takings from car parks operated by a casino business.
Takings from keno	Takings from keno net of payouts to players. Excludes takings from keno gaming machines (included in 'takings from poker/gaming machines').
Takings from meals	Takings from meals sold for consumption on the premises. Excludes income from catering concessions and takeaway food (included in 'other retail sales').
Takings from gaming tables	Takings from table games include the net takings (net of payouts to players) from games such as blackjack, roulette, etc.
Takings from poker/gaming machines	Takings from poker/gaming machines net of payouts to players.
Total employment	This includes permanent, part-time and casual employees, managerial and executive employees working for a business during the last pay period in June. Employees absent on paid or prepaid leave and contract personnel from whom PAYE tax is deducted are included.
Wages and salaries	This includes severance, termination and redundancy payments and provision expenses for employee entitlements. It excludes payments to entertainers and contractors.

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