

Gambling & Problem Gambling in Canada

- In Canada gambling operates exclusively under the control of the provincial and territorial governments.
- In 2005, the national average spent on all government-run gambling (less winnings) was \$513.00.¹
- In 2006, net revenue from government-run lotteries, video lottery terminals (electronic gaming machines that allow betting through a video game; VLTs) and casinos was \$13.3 billion compared to \$2.7 billion in 1992.¹
- In 2006, 40,000 Canadians were employed in the gaming industry compared to 11,000 in 1992.¹
- Spending on gambling in Canada is larger than the magazine, book, spectator sport, movie theatre and performing arts industries combined.²
- 2.5%-3.5% of adult Canadians are moderate risk gamblers or are affected by problem gambling.³
- Manitoba and Saskatchewan have the highest prevalence of gambling problems while Quebec and New Brunswick have the lowest prevalence rates.⁴
- In 2005, Canada had over 40,000 total gaming venues and over 96,000 games.³
- In 2005, roughly 29,262 charitable licenses were issued across the country.³
- For more province-specific gambling and problem gambling information, [click here](#).

References

1. Statistics Canada (2007, May) *Perspectives on labour and income: Gambling*. Retrieved February 28, 2008, from http://www.statcan.ca/english/studies/75-001/comm/2005_01.pdf.
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3. Canadian Partnership for Responsible Gambling. (2007, August 31). *Canadian gambling digest 2005-2006*. Retrieved February 28, 2008, from http://www.cprg.ca/articles/Canadian_Gambling_Digest_2005_2006.pdf.
4. Cox, B.J., Yu, N., Afifi, T.O. & Ladouceur, R. (2005, March). A national survey of gambling problems in Canada. *Canadian Journal of Psychiatry*, 50(4), 213-217. Retrieved February 28, 2008, from <http://www1.cpa-apc.org:8080/Publications/Archives/CJP/2005/march2/cjp-mar2-05-Cox-OR.pdf>.