

## Participation in foreign games of chance in the Netherlands 2002

### Summary

The survey into participation in foreign games of chance was carried out for the fourth time in 2002, following previous measurements in 1996, 1998 and 2000. Due to the low percentage of participants in foreign games of chance among the Dutch population, the size of the net random sample survey was small in a number of cases. The survey results are reported on the basis of economic units.

#### *Number of players foreign games of chance*

The percentage of economic units in the Netherlands that has in the past 12 months participated in one or more foreign games of chance is 5.9% in 2002. This is an increase compared to previous years. In absolute numbers it involves some 486,000 economic units that participate in foreign games of chance.

#### *Total participation number of foreign games of chance*

In 2002 economic units participate in an average of 1.2 foreign games of chance. This average is higher than in previous years. It involves a total of some 583,000 participations.

#### *Shares of foreign games of chance*

The shares of the foreign games of chance are:

- German lotto via system game (for instance ABC lotto, Combiplay, ENI-lotto, Dr. Geissler, ILM club, Lotto Team or Stargames): 32%
- German lotto: 24%
- Süddeutsche Klassenlotterie (SKL): 17%
- Nordwestdeutsche Klassenlotterie (NKL): 14%
- National Lottery (English lotto): 3%
- Österreichische Klassenlotterie: 2%
- (Sports)betting/bookmaking (for instance Ladbrokes): 2%
- Other foreign games of chance: 8%

This makes the German lotto the main foreign game of chance (56% of the total).

#### *Spending on foreign games of chance*

The total amount spent on foreign games of chance in 2002 is 78 million euro. This equals 6% of the amount spent on domestic games of chance in the comparable gaming period (2001). The average amount spent on each game of chance in 2002 was about 162 euro. In 2002, the system games are responsible for a spending amount of 23 million euro, with turnovers of 29 million euro for the German lotto (total of 52 million euro including system games), 11 million euro for SKL and 6 million euro for NKL. The total combined amount spent on German games of chance in 2002 therefore adds up to 69 million euro.

### Conclusions

The amounts spent on foreign games of chance are showing an increase. This increase is the result of more participants in foreign games of chance as well as an increase in the average number of foreign games of chance participated in. The amounts spent per game however show a slight decrease. The increase of the amounts spent on foreign games of chance has through the years kept pace with the spending developments related to domestic games of chance (the amounts spent on foreign games of chance have remained 6% of the amounts spent on domestic games of chance).

It is remarkable that a small group of players continues to participate in foreign games of chance each year, while there is a large group that only plays once. Another striking fact is that the participants in foreign games of chance to a large extent also participate in domestic games of chance.

In 2002, the system game that actually involves the German lotto was included in the survey for the first time. Since in the past system games were present in (mainly) the German lotto in an encrypted manner, it is hard to assess the development the system game is going through. In view of the large share occupied by system games it would be desirable to include this form of participation in future surveys.