chapter six

Gaming Machines

6.1 The 1968 Gaming Act permits three types of gaming machine:

- Jackpot machine (section 31, 1968 Act). These are permitted only in casinos, bingo halls and in clubs. The maximum stake is 50 pence and the maximum prize is £1000 (in casinos), £500 (in bingo halls) or £250, (in clubs).
- Amusement with Prizes machine (AWP) (section 34(1), 1968 Act). AWPs are most commonly found in arcades, but can be located in other premises, such as fish and chip shops, with the consent of the local authority. The maximum stake is 30 pence and the maximum prize is £5 cash or £8 tokens (or a non-cash prize).
- All-cash machine (section 35 (5(e), 1968 Act)). These are located in arcades, bingo halls, pubs and betting shops. The maximum stake is 30 pence and the maximum prize is £15.

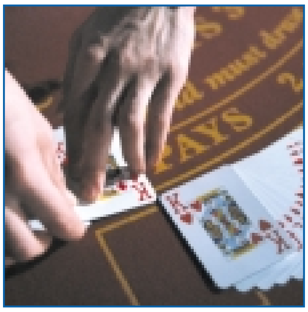
6.2 Most gaming machines are of the reel-based type, also known as fruit machines. Although machines have a variety of other game features, the player wins by matching the symbols, possibly fruit, on the central line of the three reels. Some machines – including most jackpot machines – spin four reels.

6.3 In this report we have used the descriptions outlined above. Confusingly, both amusement with prizes and all-cash machines are often referred to as "AWPs". When we have quoted directly from the industry, we have used their terminology. Games using skill, including quiz machines, are not classified as gaming machines and are thus not subject to the limits as listed above. Other types of machines, which do fall to be classified as gaming machines under the 1968 Act, include pinball machines, pushers (penny falls) and cranes (or grabbers). Figure 6.i summarises some of the current siting restrictions.

Location	Jackpot	£15 all-cash	£5 cash/£8 token
Casinos	✔ 10 max. jackpots £1000		
Bingo clubs	✔ 4 max. jackpots £500	or ✔**	✔
Licensed betting office		✔ 2 only	
Clubs (Working Men's; Sports; Social; Political Party)	✔ 3 max. jackpots £250		
Inland arcades		✔*	✔
Seaside arcades		✔*	✔
Pubs		✔**	✔
Racecourses & dog tracks (as liquor licensed premise)		✔**	✔
Other liquor licensed premises (inc. leisure centres, roadside services, railways stations)		✔**	✔
Motorway services		✔*	✔
Cafés; minicab offices; fish and chip shops			✔
Travelling Fairs			✔***

* Designated area
** Numbers can be controlled by licensing justices discretion
*** But must not be the only, or substantial, inducement to attend. Must only remain temporarily in one area

Figure 6.i: Summary



Age group	% of gaming machine players
16-24	32
25-34	22
35-44	15
45-54	8
55-64	6
65-74	3
75+	1

Source: Sproston, Erens & Orford (2000)

Figure 6.ii: Gaming machine participation within the past year

Designated areas

6.4 Premises with a local authority licence to site all-cash machines (usually amusement arcades) operate a designated area. This is an area which is fenced off from the rest of the floor, separating the all-cash machines from the AWPs. It is open only to those over the age of 18 and access to the area must be supervised. Some operators choose to restrict entry to the whole premises to those over 18, effectively making the entire venue a designated area.

Punters

6.5 Overall, gaming machine players are likely to be from younger age groups and male. The Prevalence Survey found that 14% of people surveyed had played on gaming machines in the past year. However, gaming machine play was one of the gambling activities with the biggest differences between the sexes; 20% of men and 8% of women had played on a gaming machine in the past year. The highest levels of participation were found among the two youngest age groups in the survey: 16-24 year olds and 25-34 year olds. The lowest levels of participation were found among the oldest age groups.[1] There was little variation in gaming machine play between people in different social classes.[2]

Average spend

6.6 The Prevalence Survey did not distinguish between the location of gaming machines when calculating the net expenditure (the amount a player started with minus the amount he finished with) of people on gaming machines. However, it found that for those who had played on a gaming machine in the last seven days, 27% had broken even or won, 10% had lost less than £1 and 41% had lost £1-£5. 3% of people had lost more than £20 and one-third of those lost more than £50.[3]

6.7 The report for Business in Sport and Leisure (BISL), conducted by KPMG, separated the spend by location and asked respondents to report the average amount they had spent on the most recent occasion.[4] As figure 6.iii shows, they found that the highest reported spend was on gaming machines in casinos, £118.65, and the lowest in cafes, £2.78.

6.8 In 1997, the Brewers and Licensed Retailers Association (BLRA) commissioned MORI to carry out a survey on gaming machine playing among pub visitors. It found that 19% of pub visitors played on AWPs or all-cash machines and spent about £2-3 each time.[5]

6.9 Thomas Estates submitted information about its bingo operations. It calculated that in its highest play bingo club, the spend on machines averaged less than £2.50 per head.[6] The overall average spend per head of those who entered bingo clubs was £2.41 which translated to £7.23 for each gaming machine player because "…about 35% of people entering the club actually play the machines".[7] However, in its evidence to us, the Bingo Association stated that the numbers playing on the machines have fallen from around 36% to about 28%.[8]

The Industry

Trade Associations

6.10 Trade associations involved in the gaming machine industry fall into two categories. First, those which have a primary focus on gaming machines, and which represent the manufacturers and users of gaming machines. Second, those which represent trade organisations, such as pubs, and which have interests in addition to gaming machines.

6.11 The largest gaming machine trade association is the British Amusements Catering Trades Association (BACTA). BACTA consists of four divisions and represents the manufacturers, operators and owners of coin-operated gaming and amusement equipment. It has 585 members, who are responsible for the operation of 90% of machines in the UK (though they do not necessarily represent 90% of the gaming

1-Sproston, Erens & Orford (2000) 19 **2**-Ibid, 24 **3**-Sproston, Erens & Orford (2000) 37 **4**- BISL (2000) **5**-BLRA (2000) 2/3 **6**-Thomas Estates (2000) 2 **7**-Thomas Estates (2000) 2
8- Bingo Association at the GRB Oral Evidence Hearing, 20/11/2000

Location of gaming machine	Average spend £
Casino	118.65
Inland arcade	9.33
Seaside arcade	6.89
Bingo hall	6.05
Pub	4.60
Club	4.48
Betting shop	3.20
Cafes & Takeaways	2.78

Source: BISL (2000) 50

Figure 6.iii: Gaming machine average spend, by location

machine operators in the UK).[9] BACTA and the Gaming Board have a working group which, amongst other things, has produced a Unified Code of Practice and guidelines for machine control.[10] Operators of gaming machines, such as bingo halls, clubs and pubs, have trade groups representing their issues in general which include gaming machines among them.

Industry size, structure and turnover

6.12 Information on the size of the gaming machine sector relies, almost entirely, on information provided by the industry. Whilst those who wish to sell, supply or maintain gaming machines need a Gaming Board certificate, these certificate holders are not required to submit to the Board details of the numbers of machines they handle. Therefore the Gaming Board does not hold statistics on machine numbers and locations.[11] Although some parts of the sector are required to register with the Gaming Board or local authority, other parts operate without reference to any statutory body so very limited data are available.

6.13 We received evidence from two industry groups: BACTA and the Amusement Gaming Industry Forum (AGIF). The detailed evidence and data submitted by BACTA have been quoted where no official data are available.

6.14 The industry has a number of different layers: the first level consists of the gaming machine manufacturers who supply both domestic and export markets; the second is the machine suppliers, and the third is the locations or premises where the machines are sited. In some cases, particularly with large pub chains, site owners act as intermediaries between the suppliers (level 2) and eventual locations (level 3). This is shown in figure 6.iv.

Machine manufacturers

6.15 Gaming machine manufacturers are involved in both the design and manufacture of machines. Most manufacturers are owned by public limited companies or major leisure corporations.[12] A number of major manufacturers and smaller companies are also involved in the conversion and rebuilding of used equipment for which there is a significant market, and the export of machines. We received evidence from BACTA and from a number of individual UK machine manufacturers.

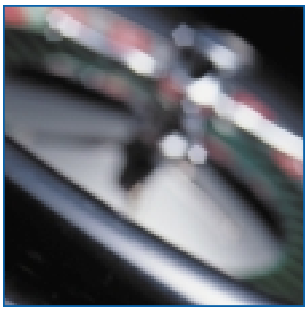
6.16 The industry told us that machine manufacture has been characterised by "roller coaster trading" trends in the UK over the last thirty years. Sales of AWPs (and all-cash machines) rose to 80,000 units in the mid 80s, but declined to some 50,000 units in the year 2000.[13] More specifically, BACTA states that in 1999, UK gaming machine manufacturers produced and sold approximately 107,000 new gaming machines worth about £180m.[14] The domestic market took 68% of the new machines. Of the total manufactured, 62,000 were all-cash machines, 4,000 were AWPs and 7,000 were jackpot machines. The remaining 34,000 were exported to places such as Holland, Belgium, Germany, Spain, Eastern Europe, Africa and the USA.[15] Figure 6.v shows the percentage breakdown. Bell Fruit Games alone sold a total of 23,000 gaming machines to the UK and overseas. Total sales were worth £36m and the UK market share was about 22%.[16]

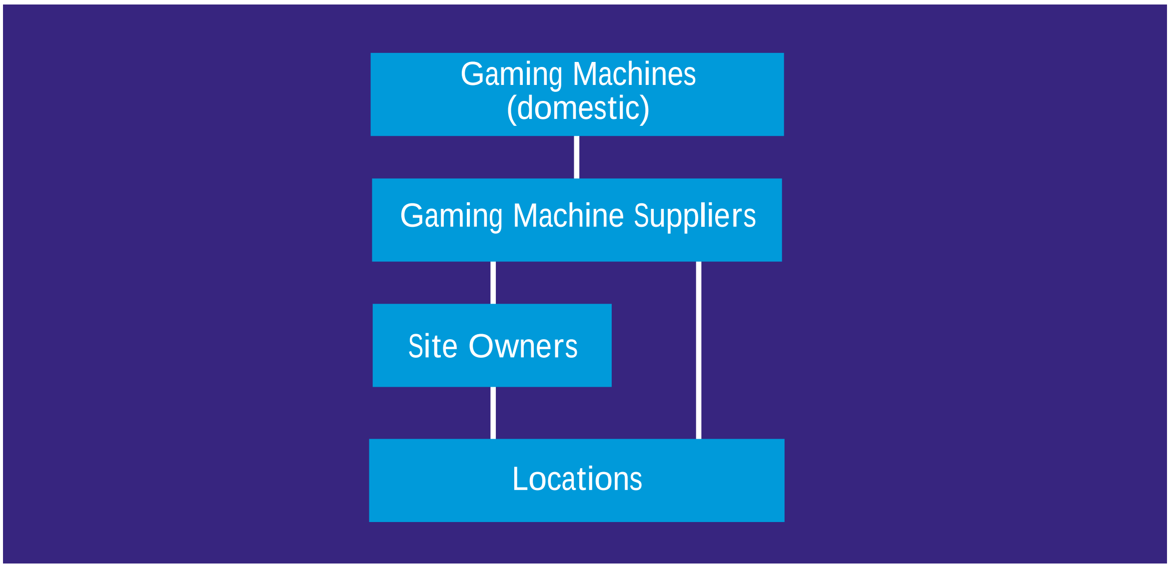
6.17 According to BACTA, manufacturers sell most of their new machines directly to the larger machine suppliers or through a network of certified machine distributors.[17]

Machine suppliers, operators and distributors

6.18 Gaming machine suppliers are third party operators who supply and service machines for the many retail outlets, pubs, bingo halls, leisure centres and motorway service stations. They buy gaming machines from manufacturers and then offer the machines on a rental basis to site owners and operators, with a full back-up

9- BACTA (2000) 11 **10-**Gaming Board for Great Britain (2000) 46 **11-**Ibid, 45 **12-**Maygay Machines Ltd (2000) 4
13- Ibid **14-** BACTA (2000) 51 **15-** Ibid, 51/55 **16-** Bell Fruit Games Limited (2000) 2 **17-**BACTA (2000) 52





Source: BACTA (2000)

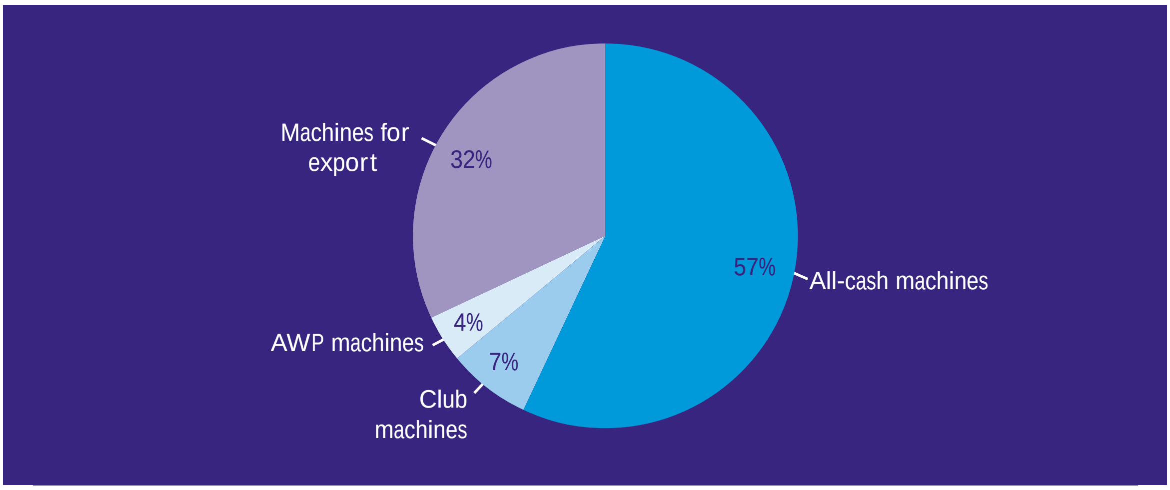
Figure 6.iv: Gaming Machines Industry

and maintenance service. Operators are also likely to offer other coin-operated machines such as skill games, pool tables, video games and jukeboxes. They receive a weekly rental for the gaming machines and a share of the cashbox in the case of other machines.[18]

6.19 BACTA told us that suppliers range in size from those that operate over 60,000 machines to those that operate fewer than 50 machines. Many of the larger operators supply machines on a national basis to site owners, such as pub chains. The smaller operators are more likely to operate more locally.[19] We received evidence from Leisure Link Group Ltd and Kunick plc who are gaming machine suppliers.

6.20 Leisure Link described its coin-operated machinery as ranging from casino jackpot machines to payphones. It operates about 90,000 pieces of equipment and claims to be the largest operator in the UK. It supplies many of the major site owners in the UK, including Bass plc, Scottish Newcastle plc, Punch and Gala Bingo.[20]

6.21 Kunick plc manages the Kunick Group's amusement and gaming machine interests. It has 31 depots covering the country and has 45,000 products sited in over 20,000 locations. It supplies games and amusements to Whitbread plc, William Hill, Scottish and Newcastle, Bass and others.[21]



Source: BACTA (2000) Appendix 1

Figure 6.v: Machine Manufacturing Market, 1999

18- Background information taken from - BACTA (2000) 13 **19-** Ibid **20-** Leisure Link Group Ltd (2000) 1 **21-** Kunick plc (2000) 3

Site owners and locations

6.22 The absence of a requirement to submit details of the numbers of gaming machines handled or operated to any statutory body means that there is no exact information on the number of machines currently in operation in the UK. However, the Gaming Board, using data provided by the industry, states that there are thought to be around 250,000 gaming machines of one sort or another (of the reel-based type) sited in Great Britain. They are thought to include around 32,000 jackpot machines and around 218,000 AWP and all-cash machines. In addition there are estimated to be another 10,000 pinball, pushers and crane grab machines.[22]

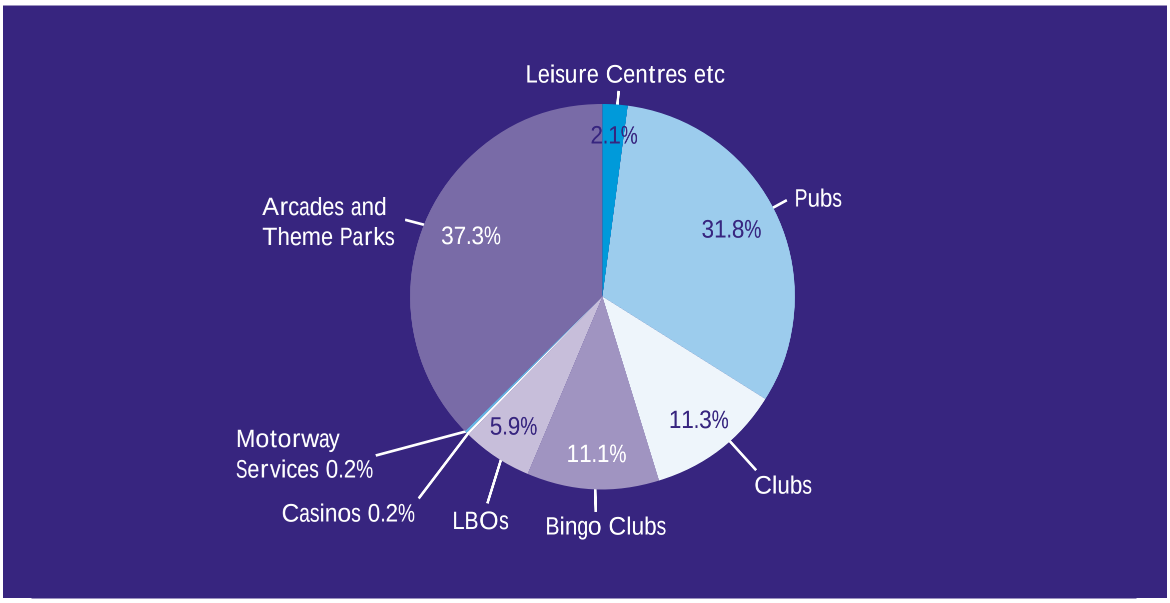
Pubs and liquor licensed premises

6.23 The number of all-cash machines that pubs are permitted to have is determined by the local licensing justices (England and Wales) or licensing board (Scotland). It is common to see two all-cash machines in a pub plus other machines, such as quiz machines, which use skill and are not subject to the same restrictions. Other premises with a liquor licence can also have all-cash machines or AWPs as long as they are installed in the bar area; hence gaming machines are sited in railway stations, roadside services, leisure centres and so on.

6.24 Pubs are the largest single sector in the gaming machine market, although there are conflicting estimates on the percentage of AWP and all-cash machines in pubs. Representatives from the pub industry suggest that they control around 40%[23] of AWP and all-cash machines, whereas estimates from the gaming machine industry suggest a slightly lower figure, nearer to 35%[24]. However, around 70-80% of all new AWP machines manufactured for the UK are initially sited in the pubs.[25]

6.25 We received submissions from three major pub retail chains, Bass plc, Scottish & Newcastle Retail Ltd and Whitbread plc as well as Allied Leisure and the Punch Group. We also received submissions from three associations representing the interest of pubs: the Brewers and Licensed Retailers Association (BLRA), the British Institute of Innkeeping, and Business in Sport & Leisure (BISL).

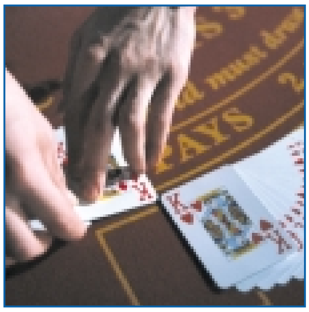
6.26 BLRA told us that there are around 60,000 managed, tenanted and leased pubs, and free houses. There are about 77,000 all-cash machines and AWPs sited in pubs, giving an average density of 1.28 machines per pub although the density of machines is higher in managed pubs, at 1.89.[26] The total turnover of the pub industry is said to be in the region of £17.7 billion per annum, of which gaming machines contribute £0.6 billion or around 3%.[27] Bass Leisure Retail's interest alone includes 2,500 managed pubs and bars, as well as restaurants and bowling sites, and approximately 6,000 all-cash machines.[28] BACTA estimates that about a further 5,200 all-cash machines and AWPs are located in liquor licensed premises that include leisure centres, roadside services, cafes and railway stations.[29]



Source : BACTA (2000) Appendix 1

Figure 6.vi: Gaming Machine Industry Numbers

22- Gaming Board for Great Britain (2000) 45 **23-** BLRA (2000) 5 **24-** BACTA (2000) Appendix 1 **25-** Ibid, 68 **26-** BLRA (2000) 2 **27-** Ibid **28-** Bass Leisure Retail (2000) 2 **29-** BACTA (2000) Appendix 1



6.27 Pub operators told us that gaming machines are an important feature in pubs, both economically for the retailer and as part of the service to the customer. Machines are considered to be so important that even though all the pub retailers use the services of machine suppliers, the larger groups also employ their own specialist management teams to focus on and maximise machine income for their estates.[30]

Machine Turnover and Trials

6.28 The gaming machine sector in the major pub estates is characterised by a quick turnover of machines. Use of a new game peaks quickly after siting but falls over a period of time. Machines are moved from site to site on a regular basis in order to maximise revenue. BACTA estimates that, on average, machines stay on site for ten weeks and have an average lifespan of twelve months, during which time they will be sited at about five different locations. Machines will then be moved on to the secondary pub estates, likely to be leased and tenanted estates managed by the multiple pub companies and then the free estate. This extends machine site life by a further 12 to 18 months.[31] Operators claim that these secondary sites are not so focused on optimum machine performance as the managed estates and are therefore satisfied with older games.[32]

6.29 Site owners, and particularly those that manage the major pub retail estates, insist on gaming machines with a proven popularity, so operators carry out a significant amount of site testing. The overall rejection rate is high; in 1999 only 60 out of 180 different test models went on to full production.[33] Industry sources claim that approval by the major pub retail chains holds significant sway within the gaming machine industry; failure to obtain game approval from any pub retailer would result in zero sales for that game, whilst approval from all major retailers could result in sales of 2,000 units for that game.[34]

Licensed Betting Offices

6.30 Licensed betting offices are permitted to have up to two all-cash machines. Local licensing justices (or Licensing Board in Scotland) issue the betting office licence which brings with it an entitlement to gaming machines.

6.31 The Betting Office Licensees Association Limited (BOLA) suggests that most betting offices have two all-cash machines.[35] BACTA estimates that there are about 14,500 all-cash machines in betting offices.[36]

6.32 Information from suppliers in the industry suggests that the market structure for machine supply to betting offices is very similar to the pub estate. The major chains, such as Ladbrokes, William Hill, Coral and Stanley, demand significant injection of new games but only after a thorough testing and approval process.[37]

Bingo halls

6.33 Bingo halls are allowed either jackpot machines or all-cash machines. They can have up to four jackpot machines with a maximum prize of £500 and stake of 50p. The maximum number of all-cash machines is determined by the local licensing justices. A deregulation proposal permitting bingo clubs to mix jackpot and all-cash machines was laid before Parliament in March 2001 but was not approved.[38]

6.34 The Gaming Board started collecting data on the number of gaming machines in bingo clubs in 1997-98. The survey found a total of 17,770 gaming machines in 1997-98, a total of 19,070 in 1998-99 and 17,933 in 1999-00. More details can be found in figure 6.vii. We were told that on average, bingo clubs tend to have between 40 and 60 all-cash machines. The highest number in the country is around 160.[39] Approximately 165 of the smaller bingo clubs opt to use the four jackpot machines rather than have all-cash machines. The Bingo Association states that revenue from gaming machines[40] accounted for 25-30% of income in bingo clubs.[41]

6.35 BACTA told us that many of the new all-cash machines sold to bingo halls, amusement centres and arcades tend to be of a slightly different nature from those sold to pubs and betting offices. Generally the games are simpler and packaged in cabinets reminiscent of American slot machines. Models designed for this sector tend to have a much longer sales life and can sell in high volume over a period of time.[42] Industry sources suggest that although the maximum stake is 50p on jackpot machines, in practice they play 25p or 30p.[43]

Inland Amusement Arcades, Seaside Arcades and Family Entertainment Centres

6.36 According to BACTA, there are around 1,000 inland amusement centres in the UK, typically found on the high street. The majority are single, operator-owned sites although there are companies that run up to 50 sites.[44] Estimates suggest that there are a further 1,000 seaside arcades and amusement centres which might typically include theme parks and piers. We have used the term "family entertainment centre" to refer to premises, such as seaside arcades and arcades in theme

30- Ibid, 53 **31-** Kunick plc (2000) 5 **32-** Ibid **33-** BACTA (2000) 53 **34-** BACTA (2000) 54 **35-** BOLA (2000) 4 **36-** BACTA (2000) Appendix 1 **37-** Kunick plc (2000) 5 **38-** Select Committee on Deregulation (2001) **39-** Information supplied during a visit to Beacon Bingo, Cricklewood, 26th July 2000 **40-** Thomas Estates (2000) 2 **41-** Bingo Association at the GRB Oral Evidence Hearing, 20/11/2000 **42-** BACTA (2000) 54 **43-** Thomas Estates (2000) 2 **44-** BACTA (2000) 14

	1997-98	1998-99	1999-2000
AWP (all-cash and AWP)	17,159	18,387	17,274
Jackpot : £250 prize	611	654	599
Jackpot : £500 prize		29	60
Total	17,770	19,070	17,933

Source: Gaming Board for Great Britain reports 1997-98, 1999-00

Figure 6.vii: Gaming machine numbers in bingo halls

parks, where the emphasis is on providing machines for children, rather than adult gaming. We received evidence from the British Association of Leisure Parks, Piers and Attractions (BALPPA).

6.37 BACTA estimates that inland arcades, seaside arcades and amusement centres have around 52,000 AWP machines[45] and 41,000 all-cash machines. The University of Salford estimated that in 1996 the amount wagered was £2,169m and the gross gaming yield (ie. money paid in minus money paid out as winnings) was £321m. By 1998, the amount wagered had increased by 7% to £2,320m and the gross gaming yield to £471m, as shown in figure 6.viii.

6.38 The British Resorts Association was one of many organisations that commented on the long-term decline of seaside resorts.[46] The industry also reports that seaside arcades have been in gradual decline as businesses over the last two decades.[47] Pier operators rely heavily on income from gaming machines which can account for 25% to 40% of total pier income, and almost all income in seaside arcades.[48]

6.39 The majority of inland arcades are adult-only; those that are not, operate a 'designated area' system. Most of the pub style machines will have been purchased as pre-owned from the machine suppliers.[49] The industry states that competition from home computers has destroyed the video-game market so most arcades now contain only AWPs.

Clubs

6.40 Private clubs are permitted to have three jackpot machines with a maximum prize of £250. Such clubs require membership and include premises such as health and sports clubs, working men's clubs, ex-servicemen's clubs, political clubs and student unions. We received evidence from the Working Men's Club and Institute Union Limited on behalf of the 3,000 non-profit making working men's clubs that are affiliated to them.

6.41 BACTA estimates that there are over 29,500 different clubs in the UK with over 28,000 jackpot machines.[50] Estimates from the University of Salford suggest that in 1996, clubs' gross gaming yield from gaming machines was around £252m. Two years later it had decreased slightly to £251m.

Casinos

6.42 Casinos are permitted to have up to 10 jackpot machines with a maximum stake of 50p and a prize of £1000. Winnings must be paid out in cash.[51]

6.43 In addition to comments made by BACTA, we also received evidence from the British Casino Association (BCA) regarding gaming machines in casinos.

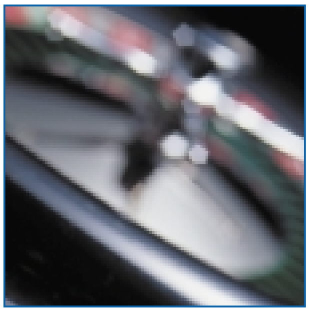
6.44 According to BACTA, there are 612 jackpot machines sited in casinos. This represents a small fraction of all

(£ million)	1996	1998	% change
Amount wagered	2,169	2,320	7.0
less winnings	1,848	1,849	0.1
Gross gaming yield	321	471	46.7%

Source : Centre for the Study for Gambling & Commercial Gaming, University of Salford

Figure 6.viii: Gaming machine activity in amusement arcades

45- Ibid, Appendix 1 **46-** British Resorts Association (?) *UK Seaside Resorts – Behind the facade* **47-** BACTA (2000) 68 **48-** BACTA (1997) 5 **49-** BACTA (2000) 54 **50-** BACTA (2000) Appendix 1 **51-** Gaming Board for Great Britain (2000) 17



gaming machines, or around 2% of all jackpot machines. The BCA told us that gaming machines contribute less than 1% of casino gross gaming yield in Britain. In most European casinos, machines provide the majority of their gross gaming yield.[52]

6.45 The BCA also told us that machine manufacturers are not willing to develop new models for the very small British casino market, which means that only old-fashioned machines are available.[53]

Cost of Licences and Registration

6.46 Gaming machine suppliers must have a section 27 certificate for the sale, supply or maintenance of gaming machines. Between 1990 and 2000, the number of section 27 certificates in force dropped by over a quarter. In 1990, there were 1,080 in force, but by 1999-00 this had dropped to 773. A small number are refused or revoked every year. The highest number to be refused or revoked was six (in 1991-92 and 1995-96). Over the same period the cost of the section 27 certificate, which lasts five years, increased from £2,350 to £3,810. The cost of renewals increased from £920 to £1,520.

Duty

6.47 The duty on gaming machines is the amusement machine licence duty. Different rates of duty apply to AWPs, all-cash machines and jackpot machines, depending on the stake and prize level. Companies that are registered for VAT also pay VAT on the gross gaming yield of the machine (which is the amount of money paid in, or wagered, minus the money paid out as winnings). Customs & Excise report that around 95% of gaming machine operators pay VAT on the gross gaming yield although it is not possible to separate that portion of VAT from the rest of the VAT paid by the business.

6.48 In 1990, the cost of an AWP licence was £375. By 1999-00, it had increased to £645. The cost of a jackpot machine licence increased from £960 in 1990-91 to £1,815 in 1999-00.

6.49 The total amount of duty collected increased from £98.6m in 1990-91 to £160.3m in 1999-00. The amount of duty collected increased substantially twice during that decade. Figure 6.xi contains more details.

(£ million)	1996	1998	% change
Amount wagered	1,261	1,253	-0.6
less winnings	1,009	1,002	-0.7
Gross gaming yield	252	251	-0.4

Source: Centre for the Study for Gambling & Commercial Gaming, University of Salford

Figure 6.ix: Gaming machine activity in clubs

	No.	%
Casinos	612	2.1
Clubs	28,100	97.2
Bingo halls	200	0.7
Total	28,912	100

Source: BACTA (2000) Appendix 1

Figure 6.x: Jackpot machine numbers

52- British Casino Association (2000) 11 **53-** Ibid

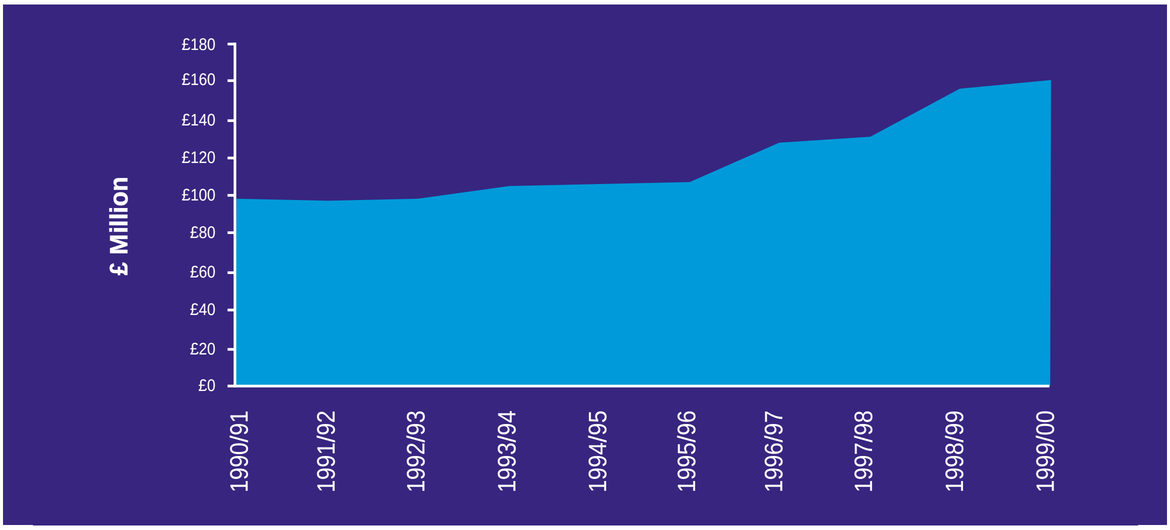
Employment

6.50 Evidence supplied to us by BACTA, which uses extracts from a model prepared by the Henley Centre, suggests that around 25,000 people are employed as a direct result of the gaming machine industry. Of these 1,800 people are employed in full-time positions in the manufacturing and conversion market. A further 122 work in the import sector and 130 people are employed by distributors. Operators employ 7,662 people. Assessing the number of people employed by premises on which gaming machines are operated is complex. Although gaming machines are the primary activity in inland and seaside arcades, they are an incidental activity, in terms of staffing needs, in other locations such as pubs, betting shops and clubs. Gaming machines are a significant activity in bingo halls and casinos, if not necessarily the main activity for most attendees. BACTA estimated that around 4,380 people were employed in inland arcades and 9,000 people in seaside arcades.[54] This does not take account of indirect employment as a result of gaming machines, or the businesses that rely on income from gaming machines to support other parts of their operation.

		1990-91	1991-92	1992-93	1993-94	1994-95	1995-96	1996-97	1997-98	1998-99	1999-00
AWP Machine Licence cost	Lower	£150	£150	£150	£150	£535	£535	£535	£535	£645	£645
	Higher	£375	£375	£375	£450						
Jackpot Machine Licence cost	Lower	£375	£375	£375	£450	£535	£535	£535	£535	£645	£645
	Higher	£960	£960	£960	£1150	£1375	£1375	£1375	£1375	£1815	£1815
Plus VAT on gross gaming yield		17.5%	17.5%	17.5%	17.5%	17.5%	17.5%	17.5%	17.5%	17.5%	17.5%
Value of duty collected £million		£98.6	£96.7	£98.5	£104.4	£106.1	£106.6	£128.0	£130.9	£156.5	£160.3
% change			-2.0	1.9	6.0	1.6	0.5	20.1	2.3	19.5	2.4

Source : Customs & Excise

Figure 6.xi: Gaming machine duty collected, 1990-2000



Source : Customs & Excise

Figure 6.xi: Value of duty collected on gaming machines, 1990-2000

54- BACTA (2000) 65