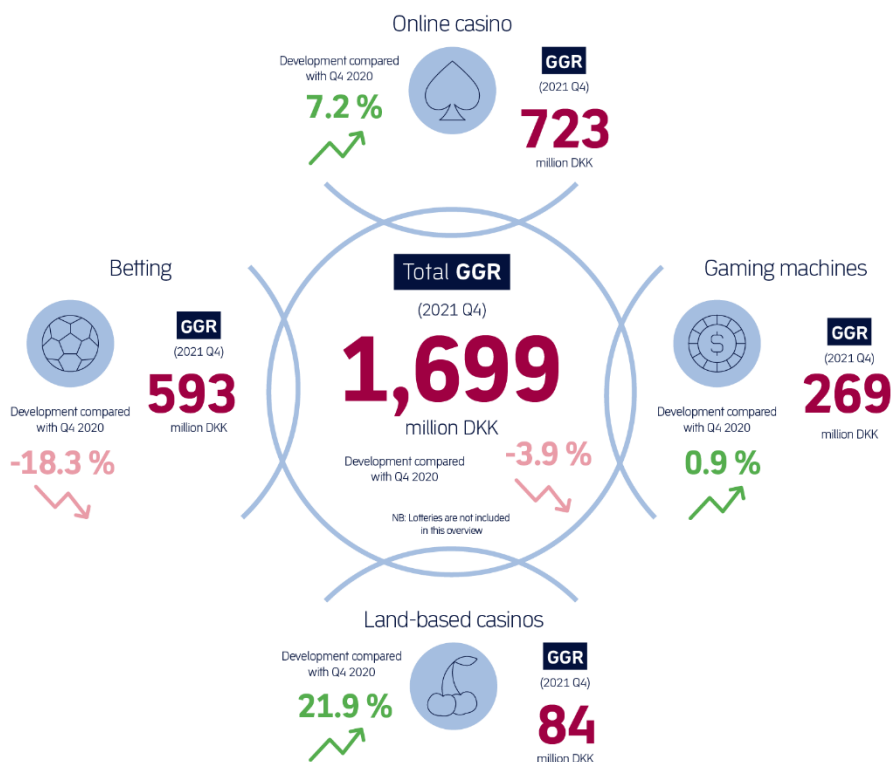


March 2022

Gambling spend falls in Q4 2021 compared to 2020

Data from the Danish Gambling Authority's quarterly statistics shows that the total gross gaming revenue (GGR) for betting, online casino, gaming machines and land-based casino in Q4 2021 amounted to DKK 1,669 million. This is a year-on-year fall of DKK 67 million, equalling 3.9 percent.

Figure 1. GGR for Q4 2021 gambling market and change in percent from Q4 2020



Big fall in spending on betting

Betting is the only of the four gambling sectors that sees a fall in GGR in Q4 2021. In the fourth quarter of the year, the GGR totaled DKK 593 million, which is a year-on-year fall of DKK 133 million, cf. figure 1. In percent, this is a fall of 18.3. The fall in the betting sector is not counterbalanced by increases in GGR for online casino, gaming machines and land-based casino. In Q4 2021, these sectors saw a year-on-year increase of the GGR of 7.2, 0.9, and 21.9 percent, respectively.

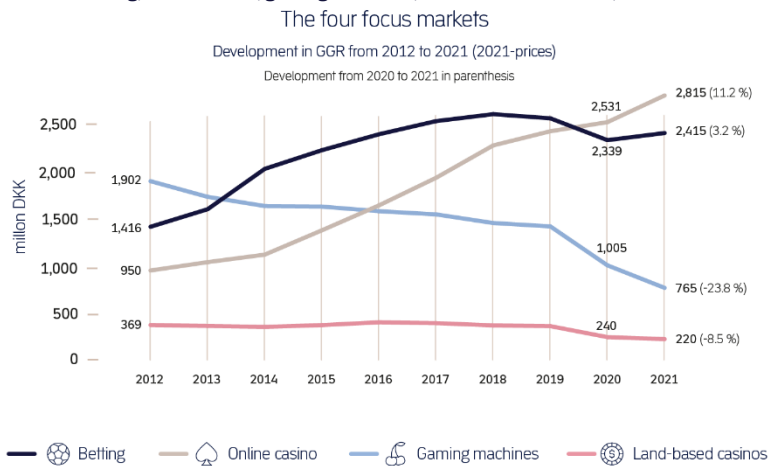
March 2022

Increase of total gambling spend in 2021 for the liberalised gambling sectors

Both gaming machines and land-based casinos saw a fall in the GGR in 2021 of 23.8 percent and 8.5 percent, respectively, compared to 2020, *cf. figure 2*. It is especially due to the lockdowns part of the Covid-19 measures, which affected both the gambling sectors in 2021 and lasted for more days than in 2020.

On the other hand, the GGR for betting saw a year-on-year increase of DKK 76 million in 2021. It should be noted that in 2021, sports events have not been cancelled or postponed due to Covid-19 which affected 2020 greatly. The GGR for online casino increased by DKK 284 million from 2020 to 2021, equaling 11.2 percent. In total for the four gambling sectors, the GGR increased by DKK 101 million from 2020 to 2021. This is an increase of 1.6 percent.

Figure 2. GGR for betting, online casino, gaming machines, and land-based casino, 2012-2021



Find more statistics on [Spillemyndigheden.dk](https://spillemyndigheden.dk)

In the quarterly statistics on the Danish Gambling Authority's website, you can find more statistics on all gambling sectors as well as the development in players registered with ROFUS (Register of self-excluded players) and calls to StopSpillet (StopGambling), the Danish Gambling Authority's helpline about compulsive gambling.

It is a core task for the Danish Gambling Authority to monitor the development in the gambling market. This helps ensure an effective compliance check of the gambling operators, which ensures that gambling in Denmark is fair and responsible.