

May 2020

Closed gambling arcades and casinos do not make Danes gamble more online

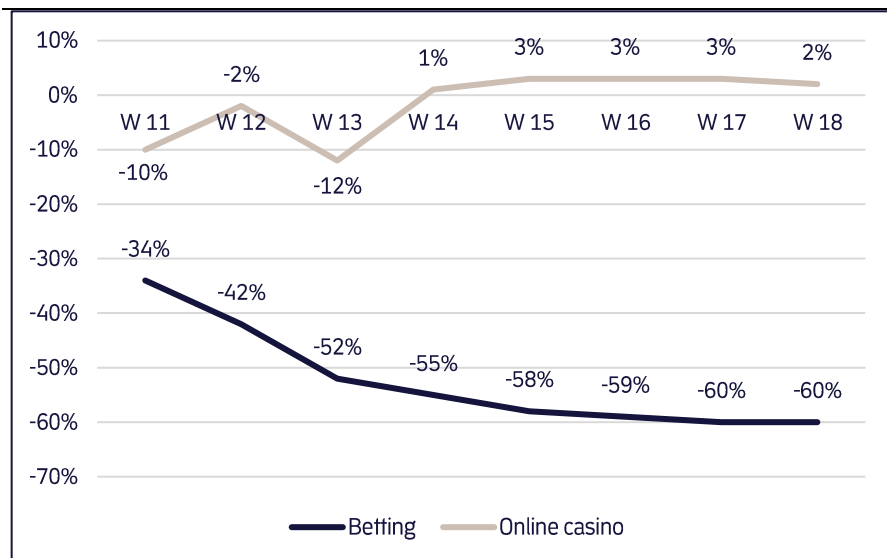
Casinos, gambling arcades with gaming machines etc. have been closed since the middle of March 2020 to prevent the spreading of Covid-19. Nevertheless, the most recent numbers from the Danish Gambling Authority show that the lockdown have not caused a noticeable increase in online gambling.

The governments measures to Covid-19 from spreading has had a considerable effect on the Danish gambling market. Land-based casinos and gambling on gaming machines have been closed. At the same time, betting offers have decreased drastically, because many sports have been cancelled or been put on hold.

The betting market is naturally affected by the measures. Many of the sports and tournaments that are bet on traditionally are currently not held which means that there are fewer matches and sports results to bet on than before the partial lockdown of Denmark on 11 March 2020.

When comparing betting from 9 March to 3 May 2020 with the same period in 2019, a decrease of 60 percent in deposits can be seen, cf. *figure 1 and box 1*. The decrease is expected to continue until sports events and tournament are opened yet again.

Figure 1. Accumulated development in betting and online casino from 9 March to 3 May 2020 compared with the same period in 2019 distributed across weeks (W)



2%

Increase of online casino market

The online casino market has increased with 2 percent from 9 March to 3 May 2020 compared with the same period in 2019.



Source: the Danish Gambling Authority's gambling control system.

Despite the decrease in betting and the closing of gambling arcades etc., only a minor increase in the online casino market is registered in the period. When comparing the period between 9 March to 3 May in 2020 to the same period in 2019, the increase in deposits is 2 percent, *cf. figure 1*.

From 2018 to 2019, the online casino market increased with a total of 8 percent measured in gross gaming revenue, *cf. box 1*. Consequently, it cannot be concluded that the recent increase is due to Covid-19. Thus, currently, Danes do not seem to move their gambling from one gambling sector to another during Covid-19.

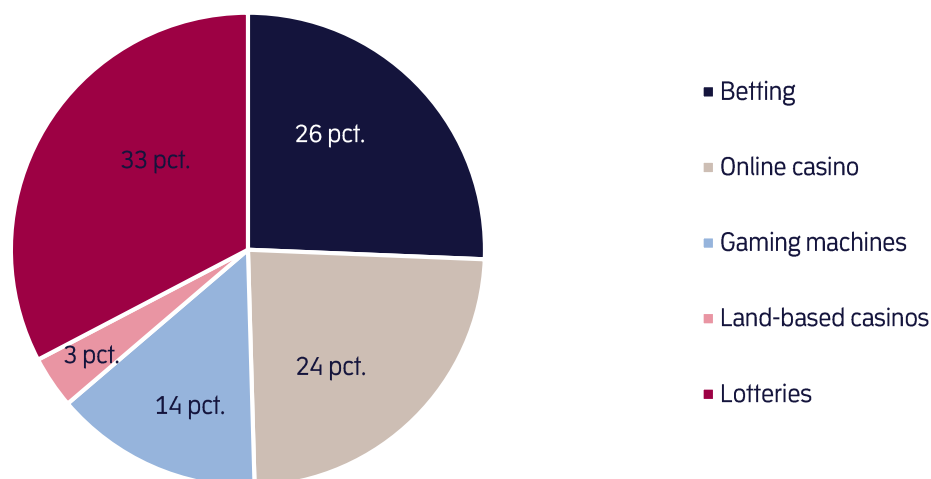
Box 1. Definition of the term gross gaming revenue (GGR)

The term gross gaming revenue is used to measure the size of the gambling market and is calculated based on the players' stakes (including bonuses), winnings subtracted, plus the commission that players pay to participate in the games.

The Danish gambling market 2019

In 2019, Danes' gambling activities were shared among five gambling sectors, and the total gross gaming revenue across all gambling sectors totaled DKK 9.8 billion of which betting constituted 26 percent and online casino 24 percent, *cf. figure 2*.

Figure 2. Danish gambling sectors in 2019 represented by share of gross gaming revenue



Source: the Danish Gambling Authority.

No effect on number of registered with ROFUS

During Covid-19, the Danish Gambling Authority's helpline about compulsive gambling, StopSpillet, has remained open to take calls from players and concerned relatives, and players can still register with the Danish Gambling Authority's register of self-excluded players (ROFUS).

ROFUS has not seen great variation in the number of registered players during the lockdown. As of 1 May 2020, there were about 23,000 registered with ROFUS. At the same time the StopSpillet helpline has had fewer calls in March and April 2020 when compared with the same period in 2019, which was the first year of StopSpillet.