The Impact of Lotteries as a Funding Source for European Sport
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Executive Summary

Lotteries are closely connected to good causes, especially regarding sport, in many European countries. As they are one of the main funding sources for sport in Europe, both for grassroots and top-class sport, this study deals with the question about the contribution of their funding to growth, gross value added and employment in the EU in general and in specific to the sports sector.

In 2012 the European Lotteries (EL) members spent in total 2.5 bn euro to good causes on sport, in the EU more than 2 bn. This volume can be compared with the total funding of the EU programme for the Competitiveness of Enterprises and Small and Medium-sized Enterprises (COSME), which has a planned budget from 2014-2020 of 2.3 bn euro\(^1\), or the total amount of the EL-member payments to good causes on sport is nearly one quarter of the GDP of Malta.\(^2\) Five countries were responsible for more than 80 percent of all EU-28 lottery payments to good causes on sport: In absolute terms these highest amounts were paid from UK, Germany, France, Finland and Poland. If the total payments per country are divided by population the ranking of the top five countries looks different. The EL-member payments to good causes on sport per inhabitant within the EU have the highest value in Cyprus (33.47 euro), followed by Finland (27.80 euro), Denmark (17.20 euro), UK (17.20 euro) and Austria (9.47 euro) at the fifth position.

Through the EL-member payments to good causes on sport, a total gross value added of 1,550.47 mn euro are generated in the EU. The contribution to the GDP is thus 0.01 percent, or in other words: every nine-thousandth euro generated in the EU can be traced back to the EL-members’ payments for sports directly or indirectly. The largest share of this gross value added effect occurs in the UK, followed by Germany, France, Finland and Poland. Those countries represent around 80 percent of the total GVA-effect. The direct GVA-effect of those payments amounts to approximately 926 mn euro and the indirect effect, which are generate at the suppliers along the entire value chain, to around 625 mn euro.

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\(^1\) COSME, 2015.
\(^2\) The amount was compared to the GDP of Malta in 2012 (7 226 mn euro) (Eurostat, 2015).
The total effect can be compared with the total funding of the European Commission in the programme “Creative Europe” from 2014-2020³ or it is more than one fifth of the GDP of Malta.⁴

In 2012 the EL-member payments to good causes on sports have generated a direct employment impact by creating 26,639 jobs. Through economic ties with suppliers and upstream sectors, further 13,913 jobs, so-called indirect jobs, were created and ensured. Thus, a total of 40,552 jobs were secured through the EL-member payments on Sport which exceeds the number of inhabitants of Liechtenstein (Population 2012: 36,475)⁵. Hence, the employment multiplier takes the value of 1.52 which implies that every new job created through EL-member payments on sport ensured additionally one half of a job in Europe. From a country perspective one quarter of all jobs created through the EL-member payments on sport are secured in the UK. The second-most jobs are generated in Poland, followed by Germany, Finland and France.

For many EU countries the EL-member payments to sport form a substantial part of the national sport economy.

As sport forms a substantial part of the EU’s economy, it was also analysed which role the EL-member payments play in regard to the national sport sectors with regard to the Broad Definition of sport⁶. The result is very clear cut and the importance of the EL-member payments on their domestic sport-related economy can be read off directly. Especially in Cyprus and Finland the respective lotteries’ payments on sport are of substantial size compared to the countries’ sport sectors.

Figure 1: Impact of the EL-member payments to good causes on sport at a glance


³ “Creative Europe” is the funding programme of the European Union for the culture and creative sector. The total funding for the period 2014-2020 equals to 1.5 bn euro (Creative Europe, n.d.).

⁴ The amount was compared to the GDP of Malta in 2012 (7 226 mn euro) (Eurostat, 2015).

⁵ Eurostat, 2015.

⁶ The total impact of sport to GVA and employment in the EU can be divided in a statistical, a narrow and a broad definition of Sport. For the definition see chapter 3 (SportsEconAustria, 2012).
1 Overview

In several EU member states lottery licensing fees (and similar sources) are used to support sport. The present study is dedicated to carry out an evidence-based impact analysis of these transfers using economic state-of-the-art methods. In a nutshell, the primary research question under scrutiny is: “What is the contribution of such lottery-related payments to growth, gross value added and employment both EU-wide and on the national level of the individual EU member states?”

Lotteries are closely connected to good causes, especially regarding sport, in many European countries. Licence payments of different kinds are used to support clubs, athletes, and the like. Without these funds, European sport would be very different from what it is today. Since even in the best case it takes many years to become an athlete who can make a living on his or her own, support is necessary during the initial years of investment. But those who finally succeed and become well-known act as role models and multipliers for the public to engage more actively in sports. Thus, they create a wide range of positive effects on individuals and society, reaching from better subjective well-being to the social integration of outsiders, apart from sizable economic effects. Examples for the latter are, inter alia, the higher productivity of sporting individuals, increased demand for and the augmented production of sport-related goods and services, enhanced employment opportunities and additional gross value added, but also decreased costs for social services. Many of the positive effects on society bear characteristics of so-called “positive externalities”.

Although the importance of follow-on effects generated through lottery-based transfer payments is often claimed, their overall effect has not been calculated so far. The proposed study will make an original and authentic contribution to fill the gap and assess the effects of the additional demand for sport induced by lottery-related (licence and other) payments.

Since EU member states form a tightly connected economic network, positive externalities created by a specific country’s lottery in paying licence fees to sport feed into all the other countries’ economic system as well. If, for example, a sport centre is built with such money, intermediate goods will most likely also be imported from countries without lottery licensing fees or which use such fees for non-sport-related activities. This “export” of positive externalities across countries has never been addressed so far.
2 The impact of European Lotteries funding on sports in the EU

The study deals with the economic impact of funds from the European Lotteries to sport: the transfers to sport lead to economic activity and thus to additional growth, gross value added and employment. As an example, sport infrastructure needs to be built and maintained. Construction will be carried out by firms which employ staff and generate gross value added. Such are the direct effects of construction activities. In addition, the construction firms need goods (e.g. sand, wood) and services (e.g. transportation, financial services) as inputs to perform their tasks. Therefore the providers of intermediate goods and services benefit, too. Since these supplying firms in turn need intermediate goods and services as well, there can be a long, theoretically infinite supply chain be linked to the direct effects. The impacts stemming from this supply network are called indirect effects and literally affect the whole economy. Generation of employment and gross value added through economic activity also leads to taxes being paid. Figure 2 visualises the relationships between the participants in the creation of direct and indirect effects.

Figure 2: Direct and indirect effects of sport

Through foreign-trade relations between countries, indirect effects feed into the whole EU-28 (and the rest of the world) as some intermediate goods and services have to be imported. Thus lottery-based payments to sport have a positive effect on every single EU-28 member state, even if no country-specific lottery licensing fees are levied there (or licensing fees are used for good causes other than sport).
2.1 Payments of European Lotteries to Sport

According to several studies and reports carried out in past years lotteries, betting and gambling operators in EU contribute to the funding of sport mainly in three ways:

- Payments to designated sporting bodies under statutory or non-statutory schemes in accordance with the terms of their license. Statutory schemes are the compulsory levies according to national regulations, whereas non-statutory schemes refer to voluntary payments. The payment according to former is made to the state budget or to a fund set up to fund general interest.
- Commercial payments to third parties active in sport (advertisement and sponsorship programmes)
- Payments of corporate and local taxes to national and/or local governments.

The regulatory systems applying to lotteries, betting and gambling operators vary across countries. The differences relate to four dimensions:

1. Types of lottery operators in the market,
2. The way lottery revenue is channelled to sport:
   - the revenue from the compulsory levies and taxes go to the state budget, or specifically to the budget of certain ministries,
   - the revenue is allocated to a fund created for the purpose of funding general interest objectives.
   - the revenue is allocated from the lotteries, betting and gambling operators directly to the sport organisations;
3. The third dimension in which the different schemes across countries vary is the tax base: in some Member States the total turnover of the operators is calculated as the tax base, whereas in others it is based on net profits.
4. The effective rate of tax constitutes another difference among different schemes and in the level of revenue generated from those.

In addition, in several EU Member States, charity lotteries and small lotteries exist along with the state lotteries. Their funding is not always channelled via the (state or local government) budget, but goes directly to sport. Examples are Denmark, Finland, the Netherlands and the United Kingdom, where charity lotteries make direct payments to sport organisations, on the basis of voluntary agreements.
Finally, the sport organisations can also organise their own special purpose lotteries. Again, this is not channelled via a government budget, and revenue from this activity is exempt from tax.

In most EU Member States, the redistribution of revenue from state lotteries to good causes including sport is legally provided for. Also, in most Member States, the law defines the amount of the contribution and the destination of the revenue.\footnote{Eurostrategies, Amnyos, CDES, Deutsche Sporthochschule Köln (2011a); Eurostrategies, Amnyos, CDES, Deutsche Sporthochschule Köln (2011b)}

The amount of money lotteries spend on sport varies from zero in some countries to hundreds of millions of euro. In absolute terms the highest values paid from lotteries to good causes on sport can be found in the UK (731.57 mn euro), Germany (400.45 mn euro), France (223.74 mn euro), Finland (150.86 mn euro) and Poland (148.69 mn euro). Those five countries are responsible for more than 80 percent of all EU-28 lottery payments to good causes on sport. Figure 3 visualizes the results for the absolute amount of money lotteries spend on sport.

**Figure 3: EL-member payments in the EU to good causes on sport in total per country, in mn euro, 2012**

<table>
<thead>
<tr>
<th>Country</th>
<th>Amount (mn euro)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Austria</td>
<td>80.00</td>
</tr>
<tr>
<td>Belgium</td>
<td>3.55</td>
</tr>
<tr>
<td>Bulgaria</td>
<td>12.33</td>
</tr>
<tr>
<td>Croatia</td>
<td>2.80</td>
</tr>
<tr>
<td>Cyprus</td>
<td>28.98</td>
</tr>
<tr>
<td>Czech Republic</td>
<td>16.00</td>
</tr>
<tr>
<td>Denmark</td>
<td>96.38</td>
</tr>
<tr>
<td>Estonia*</td>
<td>150.86</td>
</tr>
<tr>
<td>Finland</td>
<td>223.74</td>
</tr>
<tr>
<td>France</td>
<td>400.45</td>
</tr>
<tr>
<td>Greece</td>
<td>0.93</td>
</tr>
<tr>
<td>Hungary</td>
<td>21.33</td>
</tr>
<tr>
<td>Lithuania</td>
<td>3.54</td>
</tr>
<tr>
<td>Luxembourg</td>
<td>1.00</td>
</tr>
<tr>
<td>Norway*</td>
<td>218.75</td>
</tr>
<tr>
<td>Poland</td>
<td>148.69</td>
</tr>
<tr>
<td>Portugal</td>
<td>59.15</td>
</tr>
<tr>
<td>Slovenia</td>
<td>9.61</td>
</tr>
<tr>
<td>Spain</td>
<td>1.24</td>
</tr>
<tr>
<td>Sweden</td>
<td>1.24</td>
</tr>
<tr>
<td>Switzerland</td>
<td>0.99</td>
</tr>
<tr>
<td>TOTAL</td>
<td>2,035.89</td>
</tr>
</tbody>
</table>
* Note: The payments to good causes on sport of EL-members in Norway are shown in the figures above. Nevertheless they are not included in the calculations of the gross value added and employment effects resulting from EL-member payments to good causes on sport as these sums just include the spendings of EL-members located in the EU-28.

If you take the lotteries payments on sport per inhabitant then you get a completely different picture. In relative terms the highest values paid from lotteries to good causes on sport can be found in Cyprus (33.47 euro), Finland (27.80 euro), Denmark (17.2 euro) and UK (11.45 euro). Although Austria’s lottery payments exceed the payments in other countries by far the relative amount per inhabitant equals 9.47 euro which results in rank five of the EU-28.
Figure 4: EL-member payments in the EU to good causes on sport per inhabitant per country, in euro, 2012

<table>
<thead>
<tr>
<th>Country</th>
<th>Payments (€)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Austria</td>
<td>9.47</td>
</tr>
<tr>
<td>Belgium</td>
<td>0.32</td>
</tr>
<tr>
<td>Bulgaria</td>
<td>1.69</td>
</tr>
<tr>
<td>Croatia</td>
<td>0.66</td>
</tr>
<tr>
<td>Cyprus</td>
<td>33.47</td>
</tr>
<tr>
<td>Czech Republic</td>
<td>1.52</td>
</tr>
<tr>
<td>Denmark</td>
<td>17.20</td>
</tr>
<tr>
<td>Finland</td>
<td>27.80</td>
</tr>
<tr>
<td>France</td>
<td>3.41</td>
</tr>
<tr>
<td>Germany</td>
<td>4.88</td>
</tr>
<tr>
<td>Greece</td>
<td>0.08</td>
</tr>
<tr>
<td>Hungary</td>
<td>2.15</td>
</tr>
<tr>
<td>Lithuania</td>
<td>1.19</td>
</tr>
<tr>
<td>Luxembourg</td>
<td>1.86</td>
</tr>
<tr>
<td>Netherlands</td>
<td>2.61</td>
</tr>
<tr>
<td>Norway*</td>
<td>42.28</td>
</tr>
<tr>
<td>Poland</td>
<td>3.86</td>
</tr>
<tr>
<td>Portugal</td>
<td>5.64</td>
</tr>
<tr>
<td>Slovenia</td>
<td>4.67</td>
</tr>
<tr>
<td>Spain</td>
<td>0.03</td>
</tr>
</tbody>
</table>


* Note: The payments to good causes on sport of EL-members in Norway are shown in the figures above. Nevertheless they are not included in the calculations of the gross value added and employment effects resulting from EL-member payments to good causes on sport as these sums just include the spendings of EL-members located in the EU-28.
2.2 Gross value added effects

The value added effects of the EL-member payments to good causes on sports of the European Lottery member are shown in Figure 5. The rightmost column shows the value of the total gross value added, which is composed of the direct and indirect gross value added. The total gross value added effect amounts to 1,550.47 mn euro; that is almost 0.01 percent of the EU-28 gross domestic product, i.e. one euro in every nine-thousandth euro generated in the EU can either be directly or indirectly attributed to the EL-member payments for sports. In comparison the direct and indirect GVA-effect exceeds the total funding of the European Commission in the programme “Creative Europe” from 2014-2020\(^8\) or it is more than one fifth of the GDP of Malta.\(^9\)

The majority of the gross value added effect, amounting to 925.51 mn euro yearly, occurs directly through those payments. The proportion of direct gross value added in total gross value added is 60 percent. Through the intermediate goods used along the supply chain, the Lottery payments on sports generated an indirect value added effect that is approx. 625 mn euro.

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\(^8\) Creative Europe is the funding programme of the European Union for the culture and creative sector. The total funding for the period 2014-2020 equals to 1.5 bn euro (Creative Europe, n.d.)

\(^9\) The amount was compared to the GDP of Malta in 2012 (7,226 mn euro) (Eurostat, 2015).
The value added multiplier of the EL-members payments on sports is evaluated to be 1.68. This value is used to illustrate the magnitude of the indirect value added effect (ratio between total and direct effect) of the entity under study. The higher the multiplier, the greater the economic "leverage" on the whole economy. In this specific case a multiplier of 1.68 means that each euro spent to good causes on sport triggered 68 euro cents gross value added in other establishments that supplied intermediate goods along the supply chain.

In terms of GVA the sector profiting most from the EL-member payments to good causes on sports is the recreational, cultural and sporting service sector. Nearly two thirds of the total GVA derived from the EL-member payments are secured in that sector. The next sector is lagging far behind: with 135.44 mn euro the other business services has the second place among the top 10-sectors profiting most in terms of gross value added followed by constructions work with 80.18 mn euro.
Figure 6: Top 10-sectors profiting most of payments in terms of GVA in the EU, in mn euro, 2012

<table>
<thead>
<tr>
<th>Top 10-sectors (GVA) in the EU</th>
<th>0.0</th>
<th>500.0</th>
<th>1 000.0</th>
</tr>
</thead>
<tbody>
<tr>
<td>Recreational, cultural and sporting services</td>
<td></td>
<td></td>
<td>951.47</td>
</tr>
<tr>
<td>Other business services</td>
<td></td>
<td>135.44</td>
<td></td>
</tr>
<tr>
<td>Construction work</td>
<td></td>
<td>80.18</td>
<td></td>
</tr>
<tr>
<td>Real estate services</td>
<td></td>
<td>36.16</td>
<td></td>
</tr>
<tr>
<td>Education services</td>
<td></td>
<td>30.56</td>
<td></td>
</tr>
<tr>
<td>Post and telecommunication services</td>
<td>29.80</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Wholesale trade and commission trade services, except of motor vehicles and motorcycles</td>
<td>28.63</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Financial intermediation services, except insurance and pension funding services</td>
<td>21.84</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Membership organisation services n.e.c.</td>
<td>19.30</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Computer and related services</td>
<td>18.31</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>


Figure 7 indicates the sum of the domestic and foreign gross value added effect of the EL-member payments to good causes on sports. As the graph shows, Camelot UK Lotteries Ltd. in total the highest effect with more than 526 mn euro. Germany (336.4 mn euro) is following with less than one third of the effects of the UK. France, Finland and Poland are as well under the top five countries with the highest GVA-effect.
2.3 Employment effects

The economic activities of the EL-member payments to good causes on sports has generated a total employment impact by creating 40,552 jobs (Figure 8). The total employment effect, similar to the value added effect, is made up of direct and indirect employment together. More than two thirds of the total jobs created or saved are directly employed through those payments, and amount to 26,639 employment places in headcount. In addition, 13,913 jobs in headcount were created or safeguarded in supplier sectors of the economy; this is referred to as the indirect employment effect of the EL-member payments to good causes on sports. The total amount of jobs safeguarded through the EL-member payments to good causes on sports exceeds the number of inhabitants of San Marino.

of inhabitants of Liechtenstein (Population 2012: 36,838) and as well the population of San Marino (Population 2012: 33,376).\footnote{Eurostat, 2015.}

**Figure 8: Employment effects in the EU, in heads, 2012**

The employment multiplier, defined as the ratio of the total and the direct employment effect has the value of 1.52 in terms of the effect in heads. This means that half a full-time job will be created or safeguarded with every job created through the lottery payments.

In terms of employment the ranking of the sectors profiting most from the EL-member payments to good causes on sports is similar to the one of the GVA-profiting sectors. On the first place with more than two thirds of the total employment created is the recreational, cultural and sporting service sector. The other business sector is on the second place with 2,805 jobs followed by construction work with 2,243 jobs.
Figure 9: Top 10-sectors profiting most of payments in terms of employment in the EU, in heads, 2012


The total employment effects per country are indicated in Figure 10. The figure shows that the payments of Camelot UK Lotteries Ltd. has the highest impact on employment (9,046 jobs). Poland is on the second place with 7,973 jobs, whereas it has just the fifth place in terms of the GVA-effect (see Figure 7). Germany is closely following and the lottery payments are creating or safeguarding more than 7,800 jobs. Just half of the jobs of Poland or Germany are secured in Finland.
2.4 Country wise comparison of multipliers

The multiplier is the ratio between the total effect and the direct effect and describes the interrelatedness of a sector. If an economic activity requires no intermediary goods or services, no company would be stimulated indirectly and the total effect would equal the direct effect. In this case, the multiplier would therefore take on the value of 1.0. The more interrelated the directly stimulated sector is, the larger is the multiplier. In modern western economies, they usually take on values around 1.4 to 1.5, but may reach 2.0 or even higher values. If a country imports many (intermediary) goods, the impulse will leave this country of origin, since production and thus gross value added and employment are generated abroad.

Figure 11 shows a country-wise comparison of multipliers of GVA (left figure) and employment (right figure). Since the EU-wide multi-regional input-output table for sport is used\(^{11}\), the effects of an economic impulse can be traced all over the EU, not just single countries. E.g. the economic effect of a French investment may to some extent leave France via an import to Germany. Although the effect on the German supplier does not count in the national value of France, the German company in turn may have a French supplier again, thus sending a part of its effect back again to France. Thus the model follows an infinitely long supply network throughout the whole EU which is a unique feature. The values shown in Figure 11 are the multipliers of the payments of the European Lotteries members in their respective home country. Effects on other countries were of course accounted for during the calculation but are not reported in the table. The value for the EU is an exception, as the multipliers are not the results of the national values, but from the EU-wide effects (e.g. if a direct impulse in France leads to an indirect in Germany, the latter value is taken into account here too).

\(^{11}\) In 2012 SportsEconAustria, Sport Industry Research Centre (SIRC) at Sheffield Hallam University, Statistical Service of the Republic of Cyprus, Meerwaarde Sport en Economie, Federation of the European Sporting Goods Industry (FESI) and the Ministry of Sport and Tourism of the Republic of Poland analysed the macroeconomic importance of sport on the EU economy on behalf of the European Commission, Directorate-General Education and Culture by using the "Multiregional Input Output Table: Sport" (MR-IOT:S).\(^{11}\) These data demonstrate an overview of the total impact of sport to GVA and employment in the EU according to a statistical, a narrow and a broad definition of Sport (see chapter 3). (SportsEconAustria, 2012)
As one can see on a first glance, multipliers take on values within a normal, sometimes even high range. A gross value added of one euro directly derived from the payments to good causes in Denmark leads to another 58 Cent of gross value added in the Danish supply network. For each employee in the directly stimulated Danish companies, another 0.50 employees in the rest of the Danish economy are created or secured.

Taking a closer look at the values reveals a pattern: gross value added multipliers are, with the exception of the UK, always higher than the employment multipliers. The answer to this puzzling result lies in one of the major conclusions of the “Study on the Contribution of Sport to Economic Growth
and Employment in the EU”\textsuperscript{12}: sport is employment intensive. This means that sport-related economic activity creates more employment than gross value added, while usually these two variables correlate quite strongly. For the multipliers presented in Figure 11 this implies that the direct effect is larger in the case of employment compared to the gross value added. The following indirect effects are close to the economy’s average, thus they are relatively smaller compared to the larger direct employment effect and vice versa larger for the smaller gross value added.

3 Sport-related impact of European Lotteries funding on sports

The shares of the EL-member payments to good causes on sports according to the Broad Definition of sport for gross value added and employment are given in the figure below.

Knowing that sport forms a substantial part of the EU’s economy, one may be interested in the size of the role the European Lotteries’ members play. Answers are given in Figure 12 showing the share of the national total effect of the payments on sport in the countries’ sport sector. The Broad Definition of sport is used again to cover each possible aspect of sport including i.e. sport-related tourism, sport-betting, and TV-rights. Economic effects on other EU member states are ignored. In the figure only the national effects are reported, countries without payments therefore are not shown. Croatia is an exceptional case. Although the economic effects of its lottery payments can be calculated, the economic dimension of sport in this country cannot be calculated yet for statistical reasons.

\textit{Vilnius definition of Sport}

According to the Vilnius definition sport is defined as follows:

- \textbf{Statistical Definition:} “Sporting activities”, the only part of the sport sector having its own NACE/CPA category (comprised of NACE/CPA 92.6 Rev. 1.1 and NACE/CPA 93.1 since 2008 respectively)

- \textbf{Narrow Definition:} all activities which are inputs to sport (i.e. all goods and services which are necessary for doing sport) plus the Statistical Definition.

- \textbf{Broad Definition:} all activities which require sport as an input (i.e. all goods and services which are related to a sport activity but without being necessary for doing sport) plus the Narrow Definition.

\textsuperscript{12} SportsEconAustria, 2012.
Figure 12: Share of sport-related GVA/employment generated through EL-member payments on sports in relation to the overall sport-related GVA/employment effect (broad definition), in percent, 2012

<table>
<thead>
<tr>
<th>Country</th>
<th>Share of GVA broad definition of sport</th>
<th>Share of employment broad definition of sport</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cyprus</td>
<td>7.13%</td>
<td>6.97%</td>
</tr>
<tr>
<td>Finland</td>
<td>3.72%</td>
<td>4.34%</td>
</tr>
<tr>
<td>Portugal</td>
<td>2.50%</td>
<td>2.61%</td>
</tr>
<tr>
<td>Bulgaria</td>
<td>1.91%</td>
<td>2.59%</td>
</tr>
<tr>
<td>Hungary</td>
<td>1.84%</td>
<td>2.44%</td>
</tr>
<tr>
<td>Poland</td>
<td>1.75%</td>
<td>2.17%</td>
</tr>
<tr>
<td>Denmark</td>
<td>1.66%</td>
<td>1.93%</td>
</tr>
<tr>
<td>United Kingdom</td>
<td>1.37%</td>
<td>1.77%</td>
</tr>
<tr>
<td>Slovenia</td>
<td>1.27%</td>
<td>1.76%</td>
</tr>
<tr>
<td>Lithuania</td>
<td>1.01%</td>
<td>1.36%</td>
</tr>
<tr>
<td>Czech Republic</td>
<td>0.78%</td>
<td>1.15%</td>
</tr>
<tr>
<td>Germany</td>
<td>0.57%</td>
<td>0.63%</td>
</tr>
<tr>
<td>Austria</td>
<td>0.53%</td>
<td>0.62%</td>
</tr>
<tr>
<td>France</td>
<td>0.48%</td>
<td>0.46%</td>
</tr>
<tr>
<td>Netherlands</td>
<td>0.47%</td>
<td>0.45%</td>
</tr>
<tr>
<td>Belgium</td>
<td>0.07%</td>
<td>0.10%</td>
</tr>
<tr>
<td>Luxembourg</td>
<td>0.05%</td>
<td>0.03%</td>
</tr>
<tr>
<td>Greece</td>
<td>0.03%</td>
<td>0.03%</td>
</tr>
<tr>
<td>Spain</td>
<td>0.01%</td>
<td>0.01%</td>
</tr>
<tr>
<td>Croatia</td>
<td>n.a.</td>
<td>n.a.</td>
</tr>
</tbody>
</table>


Note: All values correspond to the broad definition of sport and encompass total effects.
Figure 13: Share of sport-related GVA/employment generated through EL-member payments on sports in relation to the overall sport-related GVA/employment effect (narrow definition), in percent, 2012


Note: All values correspond to the narrow definition of sport and encompass total effects.

The picture presented is very clear cut and the importance of the EL-member payments on their domestic sport-related economy can read off directly. In Cyprus and Finland, the respective lotteries’ payments on sport are of substantial size compared to the countries’ sport sectors (7.15 percent and 3.73 percent of gross value added as well as 6.97 percent and 4.34 percent of employment). Portugal, Poland, Bulgaria, Denmark, Slovenia, Hungary, Lithuania, and UK follow in differing order. Czech Republic, Germany, Austria, France, and the Netherlands form a very compact set of countries in the lower middle.
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The Impact of Lotteries as a Funding Source for European Sport
*Study on behalf of the European Lotteries*

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