

6.0 CONCLUSIONS

The Victoria 2000 BC Summer Games created direct economic impact in Victoria of well over two million dollars. Approximately two-thirds of this impact was created by the spending of Games participants, while one-third was contributed by Games Society organizers.

- Direct spending within these two categories was as follows:

Spending by participants	\$1,410,000
Spending by organizers	<u>\$817,000</u>
Total	\$2,227,000

- Direct spending by participants was as follows:

Athletes/Competitors	\$388,000
Spectators	\$906,000
Volunteers	<u>\$116,000</u>
Total	\$1,410,000

- Direct spending in Victoria by Games organizers was as follows:

Victoria 2000 BC Summer Games Society	\$668,000
BC Games Society	<u>\$149,000</u>
Total	\$817,000

Spending by Games participants occurred over the three to four days of the Games during the last week of August 2000. Spending by the Games organizers occurred over a longer period of time - prior to, during, and after the Games.

The demand survey technique used to measure the economic impact of the Games provided a defensible analysis process. A total of 627 surveys were completed with Games participants. Based on the survey sample sizes, the results are considered accurate to within 7% for the participant survey (200 interviews), just over 5% for the spectator survey (316 interviews), and 10% for volunteers (111 interviews).

It is noted that the analysis focused entirely on direct spending. Additional indirect and induced effects would have been triggered by this direct spending. These impacts were not measured but would have increased the overall economic impact slightly.