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| **GAMING INDUSTRY STATISTICS - QUARTERLY HIGHLIGHTS** |
| **Q4 – January 2025 TO March 2025** |



**QUARTERLY GAMING INDUSTRY HIGHLIGHTS**

**Reporting Period: 4th Quarter January to March 2025**

This document provides an overview, key highlights, and statistics for Jamaica's gaming industry for the quarter of January 2025 to March 2025.

Information presented is categorized by sector and includes data reported by operators licensed, and regulated by the Betting Gaming and Lotteries Commission.

The Betting Sector encompasses bookmaking, pari-mutual wagering, and fixed-odds betting on horseracing (both local and simulcast) as well as sports betting inclusive of online casino and poker games.

The Lottery Sector includes sales of lottery games classified as declared lottery, daily numbers game, or instant lottery.

The Gaming Sector covers gaming machines such as slots and locally-made gaming machines and technical service providers.

**Data presented is correct at the time of publication. However, it may be adjusted without notice.**

**FY 2024 - 2025 | Fourth Quarter**

**INDUSTRY PERFORMANCE – SALES**

The total sales for the industry in the fourth quarter of January 2025 to March 2025 amounted to J$65.132 billion. This represents an increase of 2% when compared to the same quarter of the previous year, January 2024 to March 2024), which generated sales of $63.949 billion.

The gaming sector experienced a decrease of -2% in sales, while the betting and lottery sectors recorded increases of 9% and 7% respectively. Bookmakers’ sales in the sports betting segment increased by 8%, local and simulcast horseracing sales increased by 15% and 202% respectively. This significant increase in bookmakers’ simulcast sales resulted from the commencement of sales in this betting mode by Supreme Ventures Gaming Limited (SVGL) in April 2024. In contrast, the racing promoter experienced an increase of 3% for local racing and a decrease of -5% in simulcast racing sales.

In the non-gaming sector, Supreme Route, operating seven (7) locations with a total of sixty-two (62) gaming machines, generated 67% of the total sales and contributed 50% of the revenue.

Gaming lounges in St. Andrew and St. James accounted for 64% and 31% of total sales, respectively, in the fourth quarter. Overall sales increased by 9% compared to the previous quarter (Q3).

**FY 2024 - 2025 | Fourth Quarter**

 **INDUSTRY PERFORMANCE – SALES (CONT’D)**



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**FY 2024 - 2025| Fourth Quarter**

**INDUSTRY PERFORMANCE – SALES (CONT’D)**



**FY 2024 - 2025| Fourth Quarter**

**INDUSTRY PERFORMANCE – SALES (CONT’D)**







Total Government Revenue from betting, lottery and gaming reached $2.474 billion, showing a decline of -1% compared to the same quarter of 2024.

Betting Sector

The bookmakers’ and Racing Promoter revenue increased by 24% and 9% respectively in Q4 of 2025 when compared to the same period in 2024. Bookmakers contributed 63% of the total betting revenue, while the Racing Promoter accounted for 37%.

Gaming Sector

The gaming sector recorded an increase of 15% in government revenue in Q4 of 2025 (January to March) compared to Q3 of 2024 (October to December). For Q4 of 2025, compared with Q4 of 2024, revenue from Gaming lounges increased by 4%, while non-gaming lounges saw a decrease of 28%.

Lottery Sector

The lottery Sector contributed 89% of total Government revenue. Revenue from the sector decreased by -0.03% in the fourth quarter of 2025 compared to Q4 of 2024.

**INDUSTRY PERFORMANCE - GOVERNMENT REVENUE (CONT’D)**

**INDUSTRY PERFORMANCE - GOVERNMENT REVENUE (CONT’D)**





**INDUSTRY PERFORMANCE - GOVERNMENT REVENUE (CONT’D)**

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 **INDUSTRY PERFORMANCE - GOVERNMENT REVENUE (CONT’D)**