



# **GAMING INDUSTRY STATISTICS - QUARTERLY HIGHLIGHTS**

**Q3 – October 2025 TO December 2025**

# **QUARTERLY GAMING INDUSTRY HIGHLIGHTS**

## **Reporting Period: 3rd Quarter October to December 2025**

This document provides an overview, key highlights, and statistics for Jamaica's gaming industry for the quarter of October 2025 to December 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-mutuel 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.**

## 2025 - 2026 | Third Quarter INDUSTRY PERFORMANCE – SALES

The total sales for the industry in the third quarter of October 2025 to December 2025 amounted to J\$57.550 billion. This represents a decrease of 4% when compared to the same quarter of the previous year. (October 2024 to December 2024), which generated sales of \$59.745 billion.

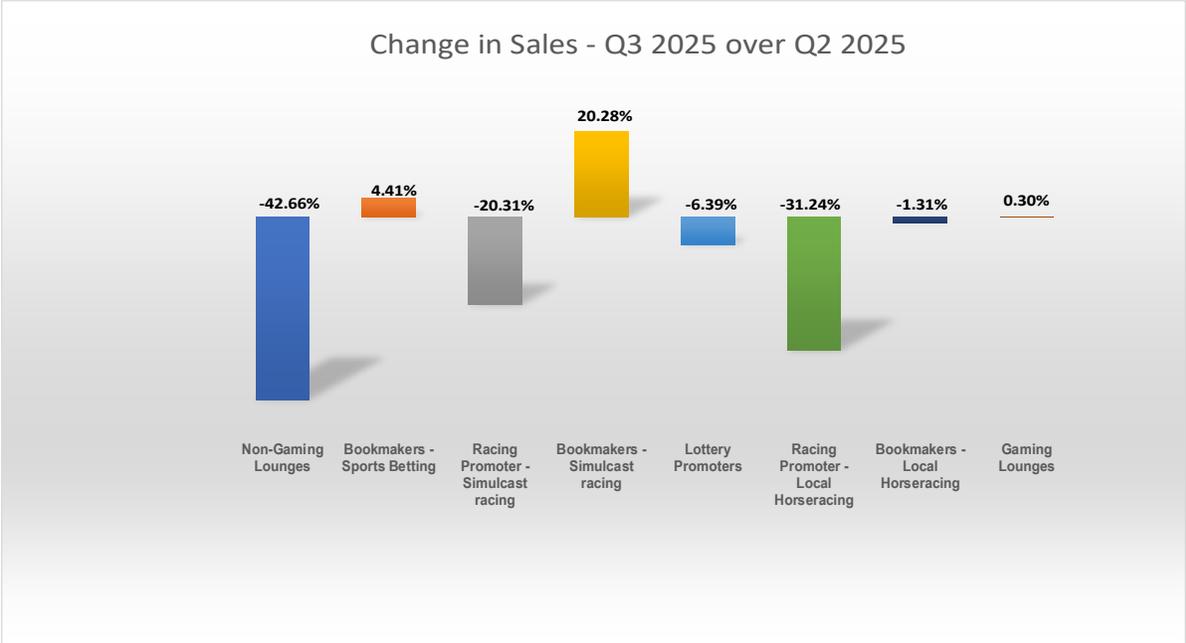
In the third quarter of October 2025 to December 2025, the betting, lottery and gaming sectors experienced decreases of 6.8%, 6.4% and 1.8% in sales, respectively. Bookmakers' sales in the sports betting and simulcast segment increased by 4.4% and 20.3% respectively, local horseracing sales decreased by 1.3%. The simulcast market is shared by Supreme Ventures Gaming and Post to Post Betting with each contributing sales of 56% and 44% respectively. The racing promoter experienced decreases of 31.2% and 20.3% for local racing and simulcast sales.

In the non-gaming sector, Supreme Route operates seven (7) locations with a total of sixty-seven (67) gaming machines and generated 74% of the total sales and contributed 64% of the revenue.

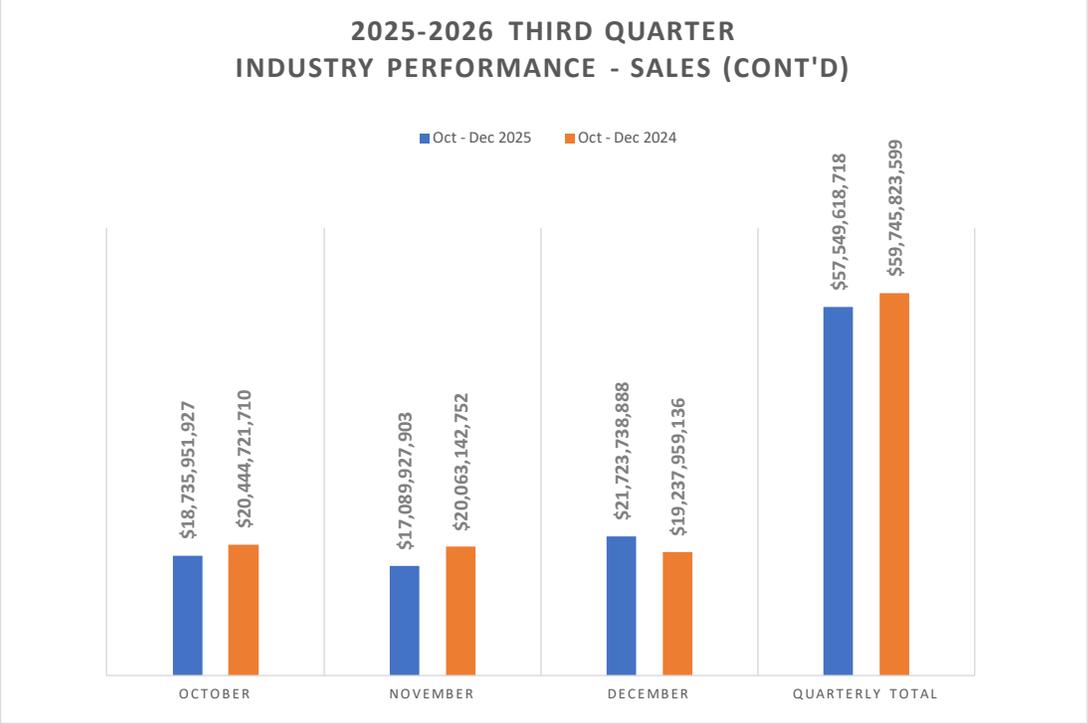
Gaming lounges in St. Andrew and St. James accounted for 72% and 24% of total sales, respectively, in the third quarter. Overall, gaming sector sales decreased by 14% compared to the previous quarter (Q2).

The decreases reported by the sector were influenced by operational disruptions following Hurricane Melissa, which devastated western Jamaica in October 2025, where physical infrastructure and equipment were destroyed. In the gaming sector, approximately 58% of the 19 and under locations were affected, and 36% of gaming lounges. Similarly, in the betting sector, local racing was suspended for 2 race days. In the lottery sector, the major player, Supreme Ventures Gaming, was moderately affected, with the suspension of sales for only 2 days in October; Mahoe suspended sales for one day (October 28). However, Goodwill suffered significant damage, resulting in sales being affected for the Big Pot game for approximately one month.

# 2025 - 2026 | Third Quarter INDUSTRY PERFORMANCE – SALES (CONT'D)

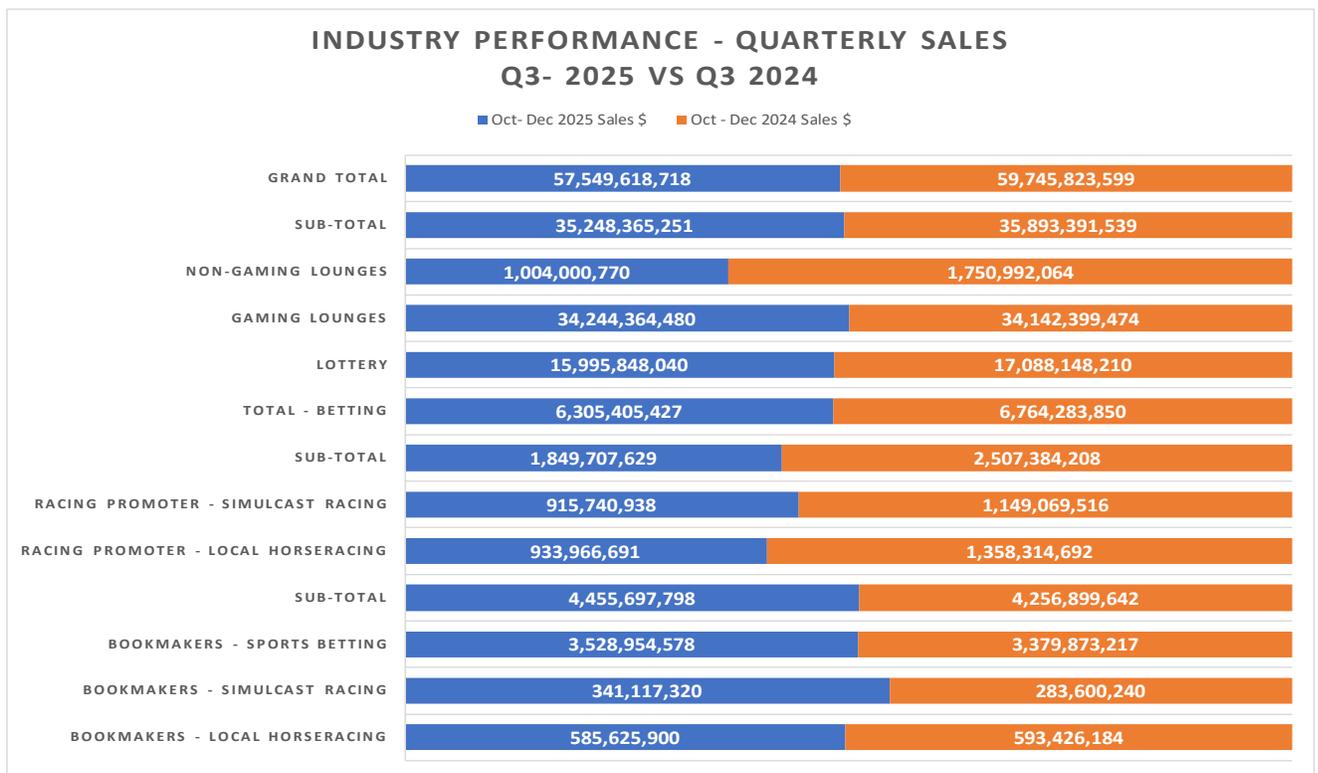


# 2025 - 2026 | Third Quarter INDUSTRY PERFORMANCE – SALES (CONT'D)



## 2025 - 2026 | Third Quarter INDUSTRY PERFORMANCE – SALES (CONT'D)

	2025			-	2024		
	SALES	PAYOUTS	GROSS PROFIT		SALES	PAYOUTS	GROSS PROFIT
OCT	18,735,951,927	16,315,143,187	2,420,808,741		20,444,721,710	17,927,109,413	2,517,612,297
NOV	17,089,927,903	15,190,348,984	1,899,578,919		20,063,142,752	17,308,600,179	2,754,542,573
DEC	21,723,738,888	19,207,544,984	2,516,193,904		19,237,959,136	16,670,770,229	2,567,188,907
<b>Q3 2025</b>	<b>57,549,618,718</b>	<b>50,713,037,154</b>	<b>6,836,581,564</b>		<b>59,745,823,599</b>	<b>51,906,479,821</b>	<b>7,839,343,778</b>



## 2025 - 2026 | Third Quarter

### INDUSTRY PERFORMANCE - GOVERNMENT REVENUE

SECTOR	Q3 2025/2026	Q3 2024/2025	CHANGE OVER Q3 2024/2025
<b>BETTING</b>			
Bookmakers	76,824,746	83,594,120	-8.10%
Racing Promoter	38,884,536	55,196,513	-29.55%
<b>Total Betting</b>	<b>115,709,283</b>	<b>138,790,634</b>	-16.63%
<b>LOTTERY</b>	2,030,731,323	2,322,925,761	-12.58%
<b>GAMING</b>	164,262,737	153,014,799	7.35%
<b>TOTAL INDUSTRY GOVERNMENT REVENUE</b>	<b>2,310,703,342</b>	<b>2,614,731,193</b>	-11.6%

Total Government Revenue generated by the betting, lottery and gaming was \$2.302 billion, showing a decrease of 12% compared to the same quarter of 2024/2025.

#### Betting Sector

The Bookmakers' and Racing Promoter revenue decreased by 8.1% and 29.55%, respectively, in Q3 of 2025/2026 when compared to the same period in 2024/2025. Bookmakers contributed 66% of the total betting revenue, while the Racing Promoter accounted for 34%.

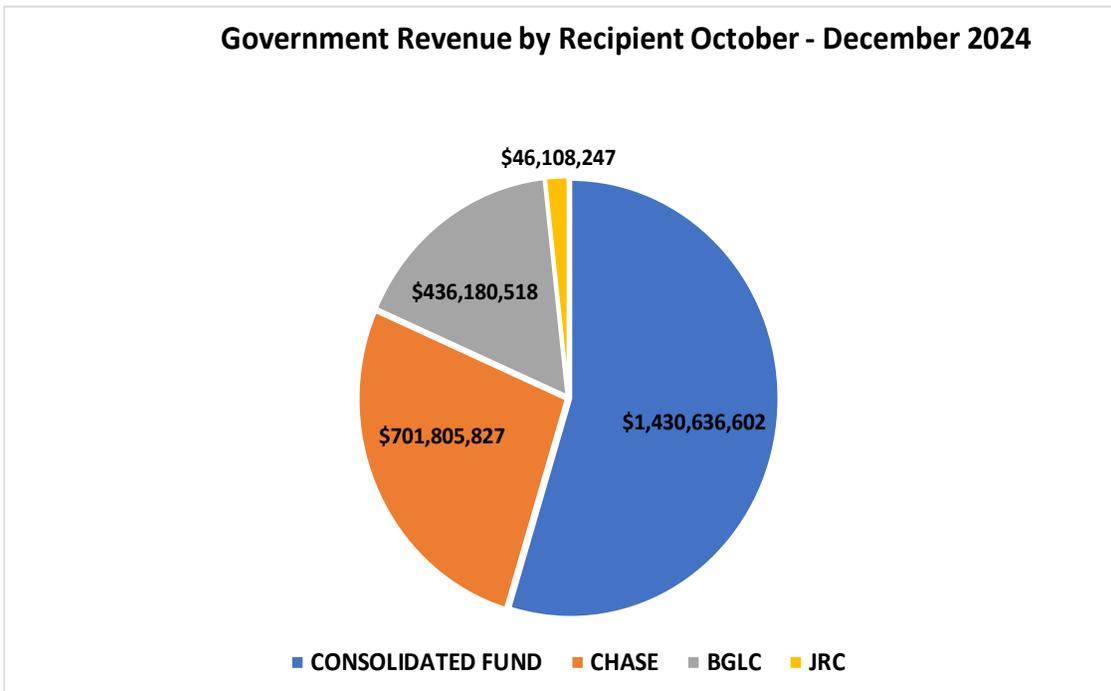
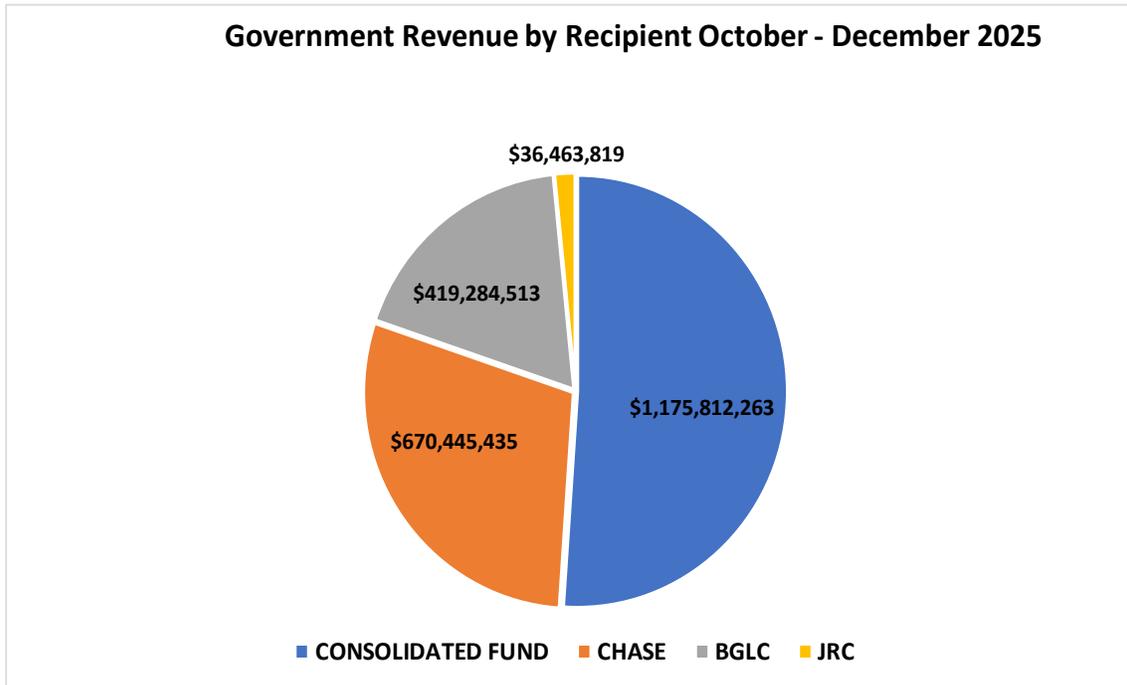
#### Gaming Sector

The gaming sector recorded an increase of 6.56% in government revenue in Q3 of 2025/2026 (Oct to Dec) compared to Q2 of 2024/2025 (Oct to Dec). Revenue from Gaming lounges increased by 8.8%, while non-gaming lounges saw a decrease of -35.8%.

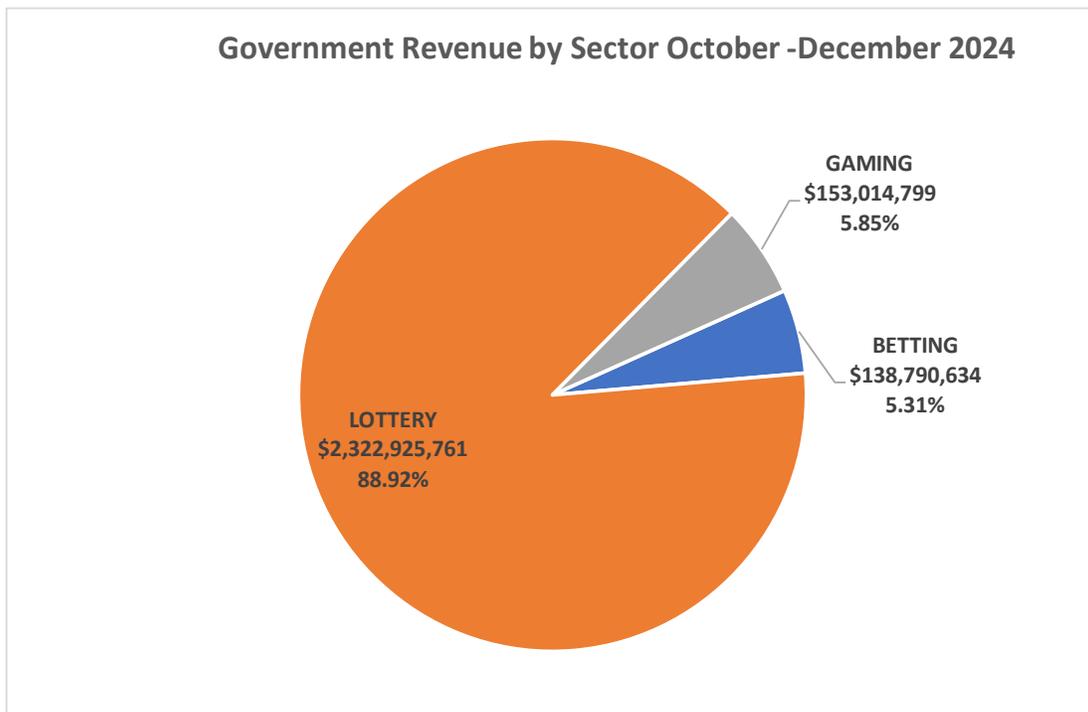
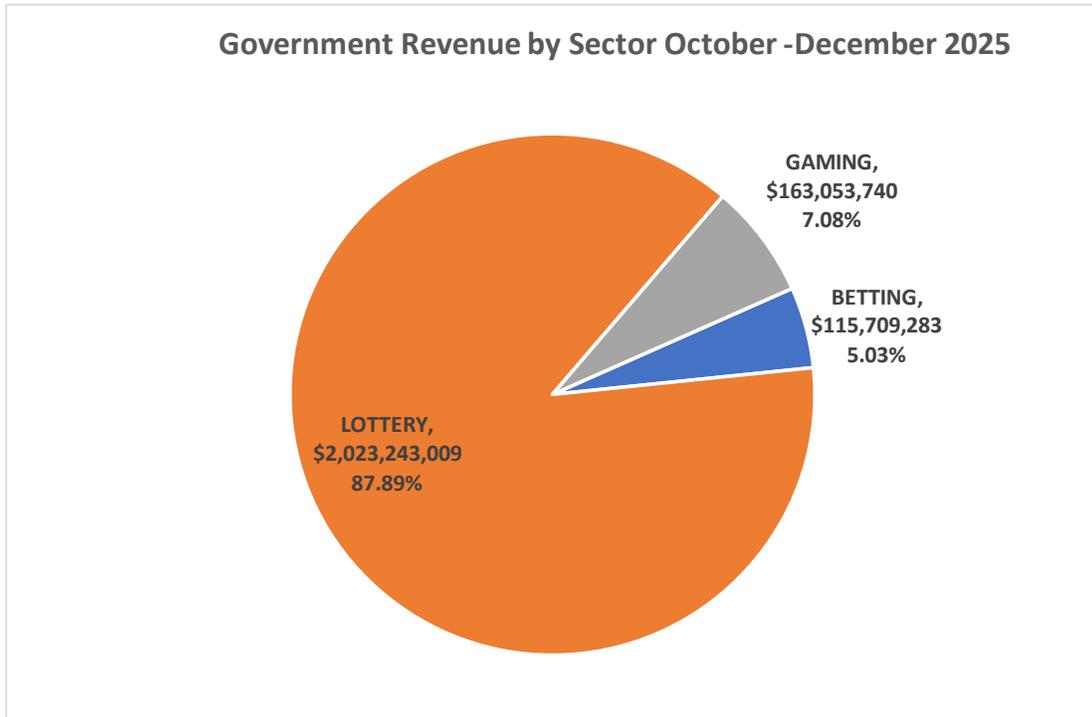
#### Lottery Sector

The Lottery Sector contributed 88% of total Government revenue. The sector decreased by 12.9% in the third quarter of 2025/2026 compared to Q3 of 2024/2025.

## INDUSTRY PERFORMANCE - GOVERNMENT REVENUE (CONT'D)



## INDUSTRY PERFORMANCE - GOVERNMENT REVENUE (CONT'D)



## INDUSTRY PERFORMANCE - GOVERNMENT REVENUE (CONT'D)

OCTOBER - DECEMBER 2025	CONSOLIDATED FUND			BGLC	JRC	TOTAL October to December 2025
	TAJ	CHASE	TOTAL			
<b>BETTING SECTOR</b>						
<b><u>Bookmakers Levy</u></b>						
Local Horseracing	1,781,074	-	1,781,074	2,958,990	14,794,952	19,535,017
Simulcast racing	623,781	-	623,781	1,039,635	5,198,174	6,861,589
Sports betting	35,865,251	5,123,607	40,988,858	5,123,607	-	46,112,465
Unclaimed Winnings	-	-	-	4,315,675	-	4,315,675
Bookmakers' License Fees	-	-	-	-	-	-
<b>SUB-TOTAL</b>	<b>38,270,106</b>	<b>5,123,607</b>	<b>43,393,713</b>	<b>13,437,908</b>	<b>19,993,126</b>	<b>76,824,746</b>
<b><u>Racing Promoter Pool Betting Duty</u></b>						
Racing Promoter's License Fees	-	-	-	-	-	-
Local Horseracing	1,794,512	-	1,794,512	897,256	4,037,652	6,729,420
Simulcast racing	6,058,219	-	6,058,219	2,762,898	12,433,042	21,254,159
Unclaimed Winnings	-	-	-	10,900,957	-	10,900,957
<b>SUB-TOTAL</b>	<b>7,852,731</b>	<b>-</b>	<b>7,852,731</b>	<b>14,561,111</b>	<b>16,470,694</b>	<b>38,884,536</b>
<b>TOTAL BETTING</b>	<b>46,122,837</b>	<b>5,123,607</b>	<b>51,246,444</b>	<b>27,999,019</b>	<b>36,463,819</b>	<b>115,709,283</b>
<b>LOTTERY SECTOR</b>						
Lottery Tax	871,510,239	588,886,721	1,460,396,961	290,392,327	-	1,750,789,287
Lottery Winnings Levy	152,194,256	-	152,194,256	-	-	152,194,256
Unclaimed Winnings	-	60,129,733	60,129,733	60,129,733	-	120,259,465
Lottery Licence Fees	-	-	-	-	-	-
<b>TOTAL LOTTERY</b>	<b>1,023,704,495</b>	<b>649,016,454</b>	<b>1,672,720,949</b>	<b>350,522,059</b>	<b>-</b>	<b>2,023,243,009</b>
<b>GAMING SECTOR</b>						
Gaming Lounges	102,774,523	15,811,465	118,585,988	39,528,663	-	158,114,651
Non-gaming lounges	3,210,408	493,909	3,704,317	1,234,772	-	4,939,089
Licence fees	-	0	0	-	-	-
Technical Service Provider	-	-	-	-	-	-
<b>TOTAL GAMING</b>	<b>105,984,931</b>	<b>16,305,374</b>	<b>122,290,305</b>	<b>40,763,435</b>	<b>-</b>	<b>163,053,740</b>
Prize Competition	-	-	-	-	-	0
Charitable Bingo Licence Fees	-	-	-	-	-	0
<b>INDUSTRY TOTAL</b>	<b>1,175,812,263</b>	<b>670,445,435</b>	<b>1,846,257,699</b>	<b>419,284,513</b>	<b>36,463,819</b>	<b>2,302,006,031</b>

## INDUSTRY PERFORMANCE - GOVERNMENT REVENUE (CONT'D)

OCTOBER - DECEMBER 2024	CONSOLIDATED FUND			BGLC	JRC	TOTAL October to December 2024
	TAJ	CHASE	TOTAL			
<b>BETTING SECTOR</b>						
<b><u>Bookmakers Levy</u></b>						
Local Horseracing	1,688,177	-	1,688,177	2,799,199	13,995,995	18,483,371
Simulcast racing	892,485	-	892,485	1,487,474	7,437,371	9,817,330
Sports betting	39,595,005	5,656,429	45,251,434	5,656,429	-	50,907,863
Unclaimed Winnings	-	-	-	4,385,556	-	4,385,556
Bookmakers' License Fees	-	-	-	0	-	-
<b>SUB-TOTAL</b>	<b>42,175,666</b>	<b>5,656,429</b>	<b>47,832,096</b>	<b>14,328,659</b>	<b>21,433,366</b>	<b>83,594,120</b>
<b><u>Racing Promoter Pool Betting Duty</u></b>						
Racing Promoter's License Fees	-	-	-	0	-	-
Local Horseracing	3,409,350	-	3,409,350	1,704,675	7,671,039	12,785,064
Simulcast racing	7,557,263	-	7,557,263	3,778,632	17,003,842	28,339,737
Unclaimed Winnings	-	-	-	14,071,712	-	14,071,712
<b>SUB-TOTAL</b>	<b>10,966,614</b>	<b>-</b>	<b>10,966,614</b>	<b>19,555,019</b>	<b>24,674,881</b>	<b>55,196,513</b>
<b>TOTAL BETTING</b>	<b>53,142,280</b>	<b>5,656,429</b>	<b>58,798,710</b>	<b>33,883,677</b>	<b>46,108,247</b>	<b>138,790,634</b>
<b>LOTTERY SECTOR</b>						
Lottery Tax	1,049,709,168	624,949,437	1,674,658,605	308,144,661	-	1,982,803,266
Lottery Winnings Levy	228,325,535	-	228,325,535	-	-	228,325,535
Unclaimed Winnings	-	55,898,480	55,898,480	55,898,480	-	111,796,960
Lottery Licence Fees	-	-	-	0	-	-
<b>TOTAL LOTTERY</b>	<b>1,278,034,702</b>	<b>680,847,917</b>	<b>1,958,882,620</b>	<b>364,043,141</b>	<b>-</b>	<b>2,322,925,761</b>
<b>GAMING SECTOR</b>						
Gaming Lounges	94,454,996	14,531,538	108,986,534	36,328,845	-	145,315,378
Non-gaming lounges	5,004,623	769,942	5,774,565	1,924,855	-	7,699,421
Licence fees	0	-	-	0	-	-
Technical Service Provider	-	-	-	0	-	-
<b>TOTAL GAMING</b>	<b>99,459,619</b>	<b>15,301,480</b>	<b>114,761,099</b>	<b>38,253,700</b>	<b>-</b>	<b>153,014,799</b>
Prize Competition	-	-	-	0	-	-
Charitable Bingo Licence Fees	-	-	-	0	-	-
<b>INDUSTRY TOTAL</b>	<b>1,430,636,602</b>	<b>701,805,827</b>	<b>2,132,442,428</b>	<b>436,180,518</b>	<b>46,108,247</b>	<b>2,614,731,193</b>