

# Gaming Machine Statistics

## Gaming Machine Licence Statistics Quarter 2 - 2025/26

As at:	Gaming Machine Licences Granted <sup>1</sup> (incl. suspended licences)	Entitlements Held <sup>2</sup>	Live Gaming Machine Licences <sup>3</sup>	Live Machines <sup>3</sup>
<b>October 2025</b>				
Casino	0	1 080	0	0
Clubs	46	1 064	39	1 039
General and Hotel	484	11 496	423	10 699
	<b>530</b>	<b>13 640</b>	<b>462</b>	<b>11 738</b>

As at:	Gaming Machine Licences Granted <sup>1</sup> (incl. suspended licences)	Entitlements Held <sup>2</sup>	Live Gaming Machine Licences <sup>3</sup>	Live Machines <sup>3</sup>
<b>November 2025</b>				
Casino	0	1 080	0	0
Clubs	46	1 064	39	1 039
General and Hotel	484	11 486	422	10 699
	<b>530</b>	<b>13 630</b>	<b>461</b>	<b>11 738</b>

As at:	Gaming Machine Licences Granted <sup>1</sup> (incl. suspended licences)	Entitlements Held <sup>2</sup>	Live Gaming Machine Licences <sup>3</sup>	Live Machines <sup>3</sup>
<b>December 2025</b>				
	0	1 080	0	0
	46			1 039
	484	11 476	422	10 688
	<b>530</b>			<b>11 727</b>

<sup>1</sup> SkyCity Adelaide does not hold a Gaming Machine Licence pursuant to the *Gaming Machines Act 1992*.

<sup>2</sup> SkyCity Adelaide holds Gaming Machine Entitlements in accordance with sections 27AAB and 27AAC of the *Gaming Machines Act 1992*.

<sup>3</sup> 'Live' gaming machine licences and machines refers to venues and machines actually installed and operating in the market.

