



# Inquiry into Appropriation Bill 2026–2027 and Appropriation (Office of the Legislative Assembly) Bill 2026–2027

## Answer to question on notice

Asked by: Ms Rebecca Vassarotti MLA

Addressed to: Minister for Gaming Reform

Reference: Gaming– City and Environment Directorate

Hearing: 27 July 2026

In relation to: Gaming machine revenue and EGM numbers

Question received: 4 August 2026

Answer Due: 11 August 2026

- (1) What is the final gross gaming machine revenue figure for the 2025-26 year?
- (2) What is the current number of electronic gaming machines in the ACT and what has the changes to this number been over the last 5 years?

**Marissa Paterson MLA: The answer to the Member's question is as follows:**

- (1) Gross Gaming Machine Revenue in 2025-26 was \$ 202,577,507.53. This total figure includes revenue associated with clubs (Class C licensees) and hotels/pubs (Class B licensees).
- (2) The figures quoted in Table A represent a point-in-time snapshot of Electronic Gaming Machines (EGMs) operating in venues and may fluctuate due to acquisitions, disposals and storage. Overall, the number of EGMs operating in ACT venues decreased by 323 over the period.

Table A

|             | 1 August 2021 | 1 August 2026 |
|-------------|---------------|---------------|
| Active EGMs | 3,644         | 3,321         |

Approved for circulation to the Select Committee on Estimates 2026–2027

Signature: 

Date: 6/8/26

By the Minister for Gaming Reform, Marissa Paterson MLA