



What do N.J. Division of Gaming Enforcement

tell us about

industry?

For the quarter ended Dec. 31, 2016 current casino operators saw a 5.9 percent increase in total revenue (the industry as a whole was down 0.6 percent) over the prior year. Gaming revenue for the same period (table games, slots and internet gaming) totaled \$608.5 million, a 1.32 percent increase over 2015. Non-gaming revenue for the fourth quarter of 2016 totaled 195.3 million, a decline of 5.74 percent

\$109.37, a 4.1 percent increase over 2015 and for the U.S. hotel industry, the average RevPar was \$74.25, an increase of 3.2 percent over 2015.

While the increase in RevPAR is a subtle form of growth, the growth of internet gaming has been far from subtle. A comparison of 2016 and 2015 table games, slots and internet gaming