

# Casinos and Gaming in New Zealand

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## Abstracts

Casinos and Gaming in New Zealand

### SUMMARY

Casinos and Gaming in New Zealand industry profile provides top-line qualitative and quantitative summary information including: market size (value 2015-19, and forecast to 2024). The profile also contains descriptions of the leading players including key financial metrics and analysis of competitive pressures within the market.

### KEY HIGHLIGHTS

The casinos and gaming market consists of all forms of betting and gaming. All values are stated in terms of gross gaming win (GGR). This is the total amount wagered by customers minus the total amount paid out to customers as winnings, but before the payment of any applicable taxes, disbursements to charitable or other causes by games established for those purposes, or other expenses.

The New Zealand casinos and gaming sector had total gross gaming win of \$9.5bn in 2019, representing a compound annual growth rate (CAGR) of 3.7% between 2015 and 2019.

The sports betting and related segment was the sector's most lucrative in 2019, with total gross gaming win of \$1.5bn, equivalent to 15.7% of the sector's overall value.

Gambling in New Zealand is state owned, controlled by the Department of Internal Affairs.

## SCOPE

Save time carrying out entry-level research by identifying the size, growth, major segments, and leading players in the casinos & gaming market in New Zealand

Use the Five Forces analysis to determine the competitive intensity and therefore attractiveness of the casinos & gaming market in New Zealand

Leading company profiles reveal details of key casinos & gaming market players' global operations and financial performance

Add weight to presentations and pitches by understanding the future growth prospects of the New Zealand casinos & gaming market with five year forecasts

## REASONS TO BUY

What was the size of the New Zealand casinos & gaming market by value in 2019?

What will be the size of the New Zealand casinos & gaming market in 2024?

What factors are affecting the strength of competition in the New Zealand casinos & gaming market?

How has the market performed over the last five years?

What are the main segments that make up New Zealand's casinos & gaming market?

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