

Wisconsin Division of Gaming

2024-2025
ANNUAL REPORT



INTEGRITY | ACCOUNTABILITY | INNOVATION | CUSTOMER FOCUS

DIVISION OF GAMING

Report Highlights	3
Message from the Administrator	4
Organizational Structure	6

OFFICE OF CHARITABLE GAMING (OCG) 7

Budget	8
Bingo	9
Raffles	11

OFFICE OF INDIAN GAMING AND REGULATORY COMPLIANCE (OIGRC) 13

Compacted Nations with Class III Gaming Facilities	14
Class III Gaming Locations	15
Budget	16
Gaming Revenue Sharing	17
Revenue Audit Program	20
Compliance Audit Program	21
Vendor Certification	22

CONTACT INFORMATION 24

Report Highlights

(STATE FISCAL YEAR 2025 TOTALS)

TOTAL CLASS III GAMING REVENUE SHARING PAYMENTS

\$72,781,439

TOTAL PAYMENTS BY NATIVE NATIONS TO LOCAL GOVERNMENTS

\$10,402,575

TOTAL RAFFLE REVENUE

\$326,975

TOTAL BINGO REVENUE

\$251,563

Message from the Administrator



John Dillett
ADMINISTRATOR

On behalf of the State of Wisconsin Department of Administration Division of Gaming, we are proud to present our 2024-2025 Annual Report. This report shows the regulatory activities of the Division and the overall performance of the legalized gaming industry in the state during the past fiscal year.

This report shows continued increases in revenue in most areas regulated by the Division, with the most significant gains continuing to be reported by the Native Nations gaming operations. Aggregate Wisconsin Class III gaming revenue for the 2025 fiscal year ending September 30, 2025 exceeded \$1.37 billion, an increase of nearly 5% over 2024.

This is the second Division of Gaming Annual Report to include revenue data for the Class III gaming operations that are currently offering sports wagering. Six Native Nations in the state now operate retail sports book operations including the Lac Courte Oreilles, Lac du Flambeau, Oneida, St. Croix, Sokaogon and Potawatomi gaming facilities. In addition, the Oneida Nation currently operates mobile gaming within the boundaries of the Nation's reservation in Brown and Outagamie counties. Sports wagering revenue reported from all Wisconsin gaming operations is included in the aggregate totals for Class III gaming revenue in the state, however pursuant to the State/Tribal Compacts, Class III gaming revenue data is not subject to release except in the aggregate.

Three additional Wisconsin Native Nations have been authorized by Compact Amendment to conduct sports wagering but did not open sports book operations before the end of the 2025 fiscal year: the Ho-Chunk Nation, the Menominee Tribe of Wisconsin and the Stockbridge-Munsee Community. The remaining two State of Wisconsin/Tribal Compacts that have not been amended to include sports wagering are Red Cliff and Bad River.

Increased revenue was seen in the charitable gaming area as well in 2025. Total program revenue for charitable gaming in the state fiscal year ending June 30, 2025 increased slightly over 2024 to \$578,000. The total number of raffle licenses issued continued the post-pandemic trend of annual increases, up nearly 5% from 2024.

Internally, the agency continued to meet our goals for auditing, licensing, and stakeholder outreach in 2025. Our Office of Indian Gaming and Regulatory Compliance (OIGRC) completed 23 audits of gaming operations during 2024-25 and issued 27 new and renewal vendor certificates, including investigations of 219 individual applications. In the state fiscal year 2025, the Office of Charitable Gaming (OCG) licensed over 7,400 bingo occasions and granted over 13,000 raffle licenses to qualified organizations.

The Division also continued to develop its workforce to prepare for the future and we continue to enjoy the financial and productivity benefits of a workforce that is 85% remote. We have continued to see year-over-year savings in overhead and equipment costs as well as significant increases in employee engagement and productivity. We are better positioned to address expected staff retirements in the coming years with our ability to recruit from anywhere in Wisconsin and attract significantly larger applicant pools from across the state.

Finally, the 2025-27 biennial budget included the first increase in charitable licensing fees since 1985 and additionally provided funding for replacement of our decades-old charitable licensing system. In 2026, we look forward to improving our customer service with these additional resources to more quickly respond to constituent inquiries and reduce paperwork and licensing timelines. In addition, our vendor certification program, now fully staffed, will be working on the development of a licensing system that will take advantage of technology to greatly simplify the application and investigation processes.

As this report indicates, the Wisconsin gaming industry continues to grow and remains a robust part of Wisconsin's overall economy. The Division of Gaming looks forward to working with our Native Nation partners, charitable organizations, license holders and all of our stakeholders to continue to protect the integrity of this important industry in 2026 and beyond.

Organizational Structure

The Division of Gaming is a regulatory agency under the Wisconsin Department of Administration (DOA), the agency responsible for administrative functions of state government. Including Gaming, there are 12 divisions at DOA, all reporting to the DOA Secretary. More information on the structure of DOA is available on [DOA.WI.gov](https://doa.wi.gov).

The Division of Gaming currently has 20.5 authorized positions allocated over two bureaus, with 12 at the Office of Indian Gaming and Regulatory Compliance (OIGRC) and 4.5 positions within the Office of Charitable Gaming (OCG).

Office of Charitable Gaming (OCG)

Amendments to the Wisconsin Constitution made charitable bingo games legal in 1973 and charitable raffles legal in 1977.

The Division of Gaming's Office of Charitable Gaming (OCG) is responsible for the licensing and regulation of raffles and bingos conducted by charitable organizations. Our regulatory responsibility is to protect the public interest and the integrity of games of chance played in the state.

Organizations must be granted a license each year by the OCG to conduct bingo or raffles.

2025 RESULTS

13,079
RAFFLE
LICENSES
ISSUED

7,408
BINGO
OCCASIONS
LICENSED

Budget

The OCG is entirely funded by program revenue. This includes license and permit fees paid by organizations conducting bingo and raffles, and taxes on bingo proceeds and equipment.

	Charitable Raffle Budget Summary	
	2024	2025
Budgeted Appropriation	\$390,400	\$383,800
Expense	\$413,005	\$394,028
Difference	(\$22,605)	(\$10,228)

	Charitable Bingo Budget Summary	
	2024	2025
Budgeted Appropriation	\$252,500	\$234,500
Expense	\$254,012	\$245,691
Difference	(\$1,512)	(\$11,191)

Bingo

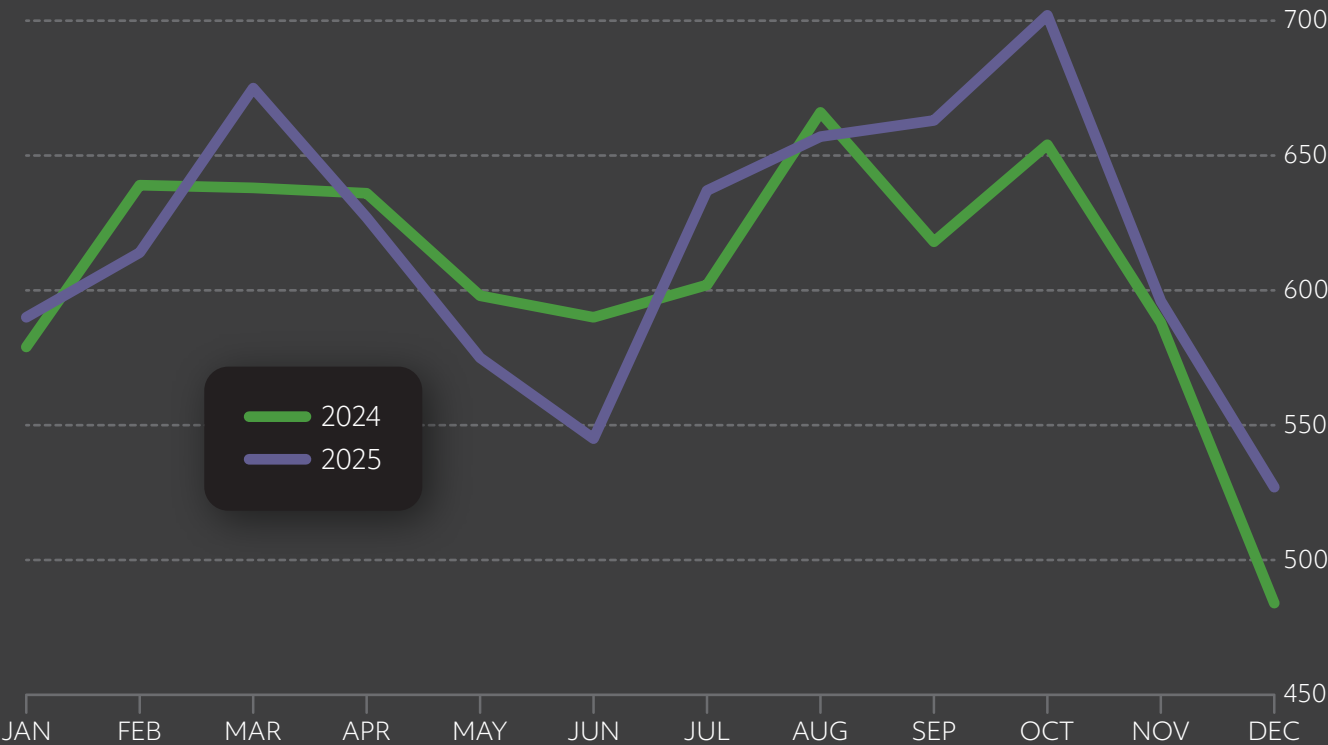
Religious, charitable, service, fraternal, and veterans' organizations, as well as any organizations for which contributions are deductible for state and federal income tax purposes, may be licensed to operate bingo-playing sessions in Wisconsin. With certain exceptions, eligible organizations must have been in existence for at least three years, have established funding sources, and have at least 15 members. More information on qualifying and applying for a bingo license can be found at [Wis. Stat. sec. 563.11](#).

The conduct of bingo in Wisconsin is governed by state statutory requirements. These can be found under [Wis. Stat. sec. 563.51](#) and include requirements that all profits from operations must be used for proper and legitimate expenditures, age limitations on who may play and other regulations regarding the conduct of bingo.

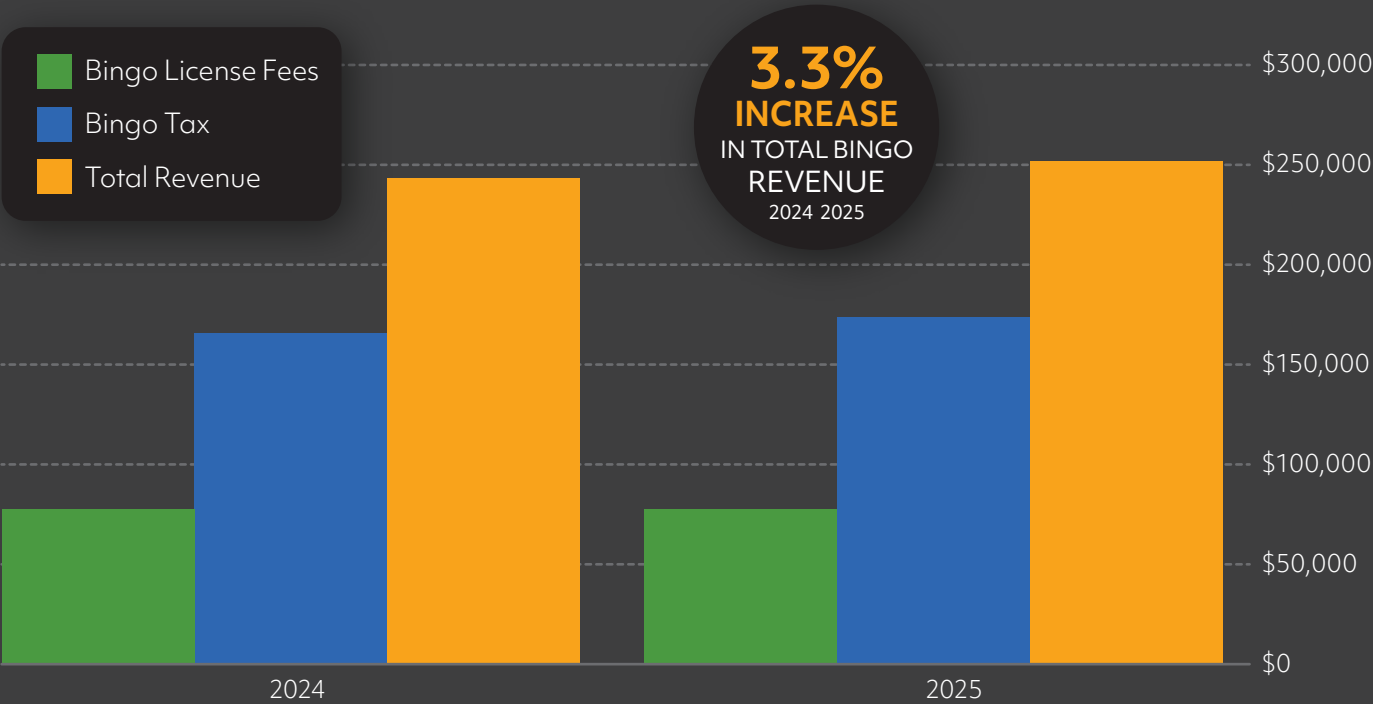
The Division has the authority to suspend or revoke bingo licenses for violation of rules regarding game play and posting of information. The OCG employs a part-time inspector whose sole duty is to randomly visit organizations during the conduct of bingo and evaluate compliance with the rules. The OCG also has a full time employee that conducts regular audits of the records of licensed bingo organizations to ensure compliance with financial reporting requirements. The OCG reports suspected criminal activity, such as embezzlement of bingo funds, to local law enforcement or DOJ for investigation and further action. For more information, please see [Wis. Stat. Chap. 563, Subchapter VI](#).

Overall, the number of charitable bingo events and the number of bingo licenses issued by the OCG has been on a steady decline for the last 20 years. However, in 2025 the Division saw a slight increase in bingo occasions and revenue from the previous year.

CHARITABLE BINGO OCCASIONS BY MONTH, 2024-2025



BINGO OCCASION FEES & OCCUPATIONAL TAX PAID, 2024-2025



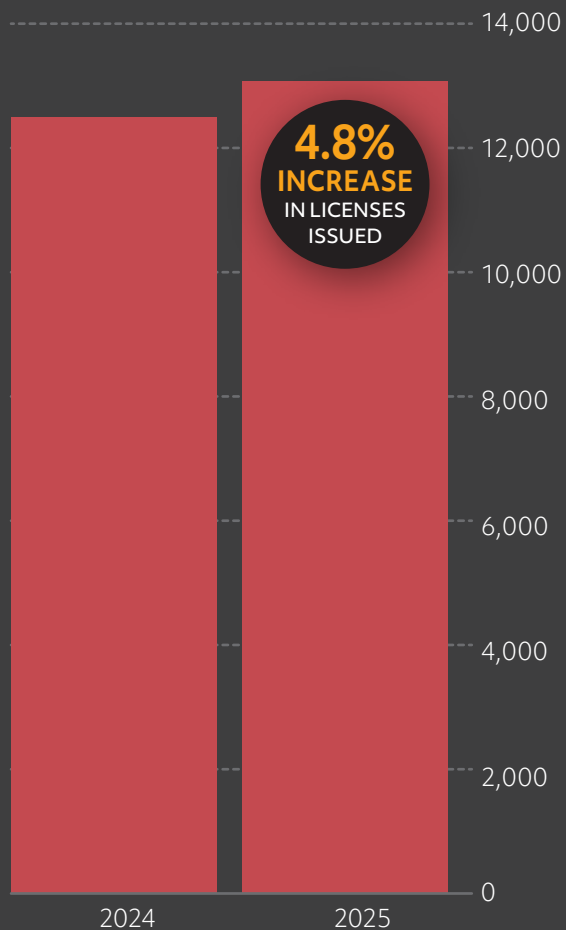
Raffles

Raffle licenses may be obtained by the same types of organizations eligible to obtain bingo licenses, but in the case of raffles, the organizations are required to have been in operation for only one year and their activities must be limited to the State of Wisconsin. A raffle license allows an organization to conduct up to 365 raffles including duck races and one calendar raffle, which is a raffle in which multiple drawings are made on specified dates.

The OCG issues two types of raffle licenses, a Class A which allows raffle tickets to be sold before the day of the drawing and a Class B which requires ticket sales to be conducted only on the day of the drawing. All raffles conducted in the state must comply with the requirements of [Wis. Stat. Chap. 563, Subchapter VIII](#). The OCG conducts audits of organizations holding raffle licenses.

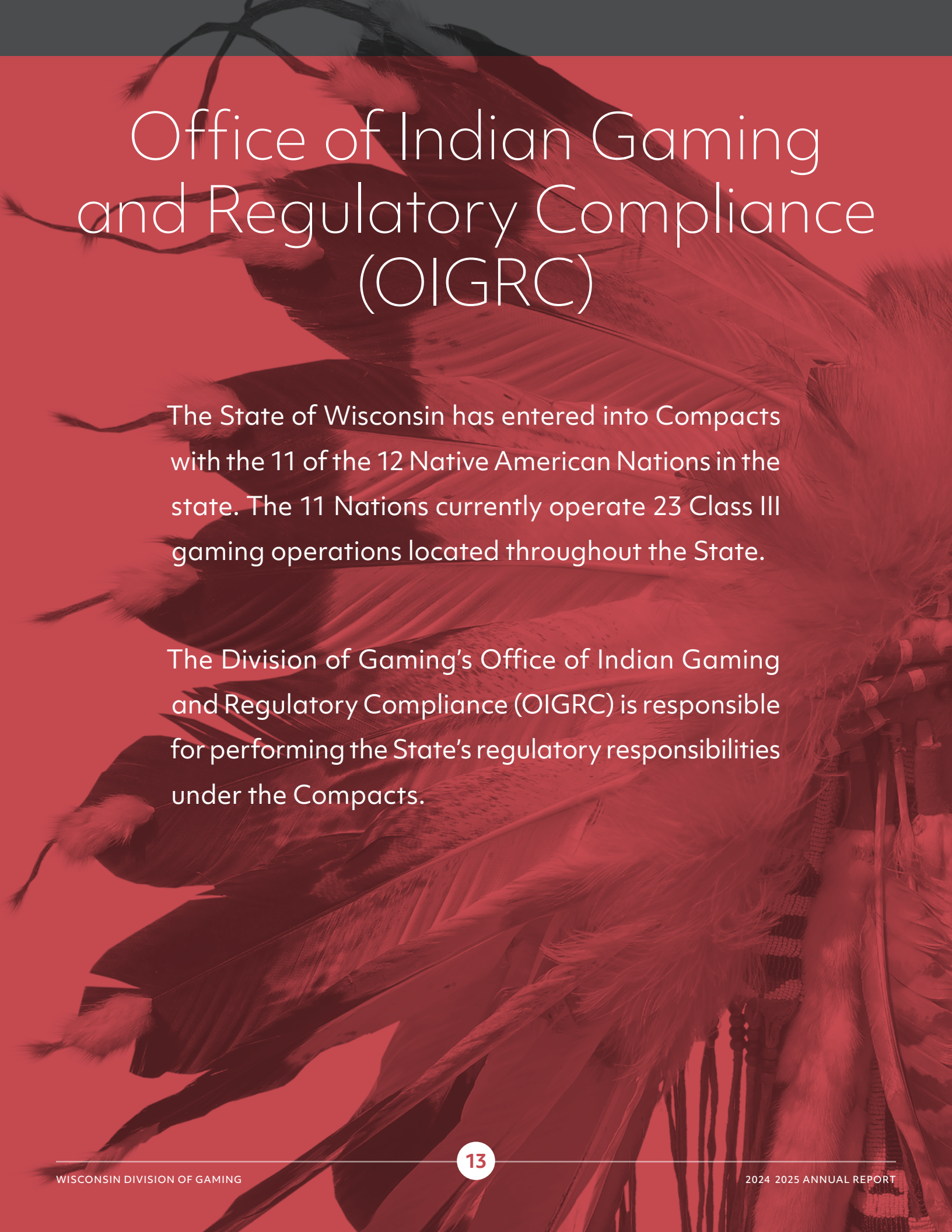
The number of raffle licenses issued has grown steadily over the past ten years as more charities take advantage of this popular way to raise funds. In 2025, the number of raffle licenses issued by the Division grew by nearly 5% over 2024.

RAFFLE LICENSES ISSUED, 2024-2025



RAFFLE LICENSING FEES COLLECTED, 2024-2025





Office of Indian Gaming and Regulatory Compliance (OIGRC)

The State of Wisconsin has entered into Compacts with the 11 of the 12 Native American Nations in the state. The 11 Nations currently operate 23 Class III gaming operations located throughout the State.

The Division of Gaming's Office of Indian Gaming and Regulatory Compliance (OIGRC) is responsible for performing the State's regulatory responsibilities under the Compacts.

Compacted Nations with Class III Gaming Facilities



Bad River Band of Lake Superior Chippewa Indians

- Bad River Casino



Forest County Potawatomi Community of Wisconsin

- Potawatomi Hotel & Casino
- Potawatomi Carter Casino



Ho-Chunk Nation

- Ho Chunk Gaming Black River Falls
- Ho Chunk Gaming Nekoosa
- Ho Chunk Gaming Tomah
- Ho Chunk Gaming Wisconsin Dells
- Ho Chunk Gaming Wittenberg



Red Cliff Band of Lake Superior Chippewas

- Legendary Waters Resort and Casino



Lac Courte Oreilles Band of Lake Superior Chippewa Indians

- Sevenwinds Casino
- Grindstone Creek Casino



Sokaogon Chippewa Community

- Mole Lake Casino



Lac du Flambeau Band of Lake Superior Chippewa Indians

- Lake of the Torches Resort Casino



Stockbridge-Munsee Community

- North Star Mohican Casino



Menominee Indian Tribe of Wisconsin

- Menominee Casino Resort
- The Thunderbird Mini Casino



St. Croix Chippewa Indians of Wisconsin

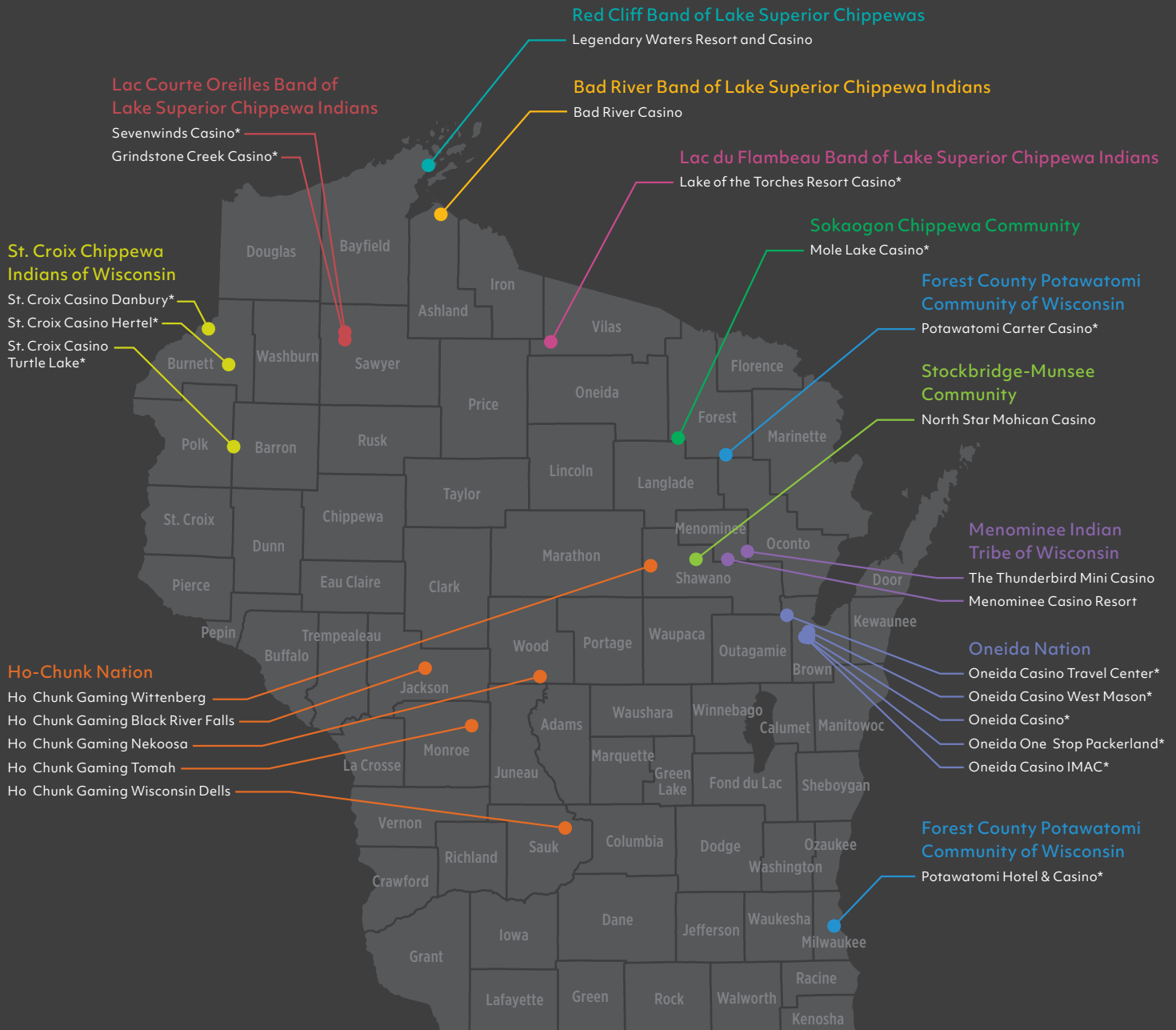
- St. Croix Casino Turtle Lake
- St. Croix Casino Danbury
- St. Croix Casino Hertel



Oneida Nation

- Oneida Casino
- Oneida Casino IMAC
- Oneida Casino West Mason
- Oneida Casino Travel Center
- Oneida One Stop Packerland

Class III Gaming Locations



All locations are currently offering gaming machines and table games.
 Locations offering sports wagering as of September 30, 2025 are noted with an asterisk.

Budget

The OIGRC is funded entirely by program revenue. This includes revenue sharing payments pursuant to the Compacts and application fees paid by gaming-related vendors. The OIGRC budget decreased by 2% in 2025.

	Tribal Gaming Budget Summary	
	2024	2025
Budgeted Appropriation	\$2,122,000	\$2,074,600
Expense	\$1,916,502	\$1,967,874
Difference	\$205,498	\$106,726

[Wis. Stat. sec. 569.03\(5\)](#) and the Compacts provide the Wisconsin Department of Justice (DOJ) a role in enforcement of statutes regarding illegal gambling activities. Pursuant to [Wis. Stat. sec. 569.06 and 20.455\(2\)\(gc\)](#), a portion of the gaming revenue shared with the state pursuant to the Compacts each year is utilized to provide funding to the DOJ for illegal gambling enforcement.

Class III Gaming Revenue Sharing

The Compacts with the Native Nations in the State of Wisconsin contain provisions that require the Nations to share a portion of Class III gaming revenue with the state. These provisions are unique to each Nation’s [Compact](#). It is important to note that pursuant to the requirements of the Compacts, Class III gaming revenue data is not subject to public release except in the aggregate.

TOTAL AGGREGATE CLASS III NET WIN, 2024-2025

The total aggregate Class III gaming net win (total amount wagered less payouts) increased by \$63.8 million in 2025.



TOTAL AGGREGATE CLASS III GAMING HANDLE, 2024-2025

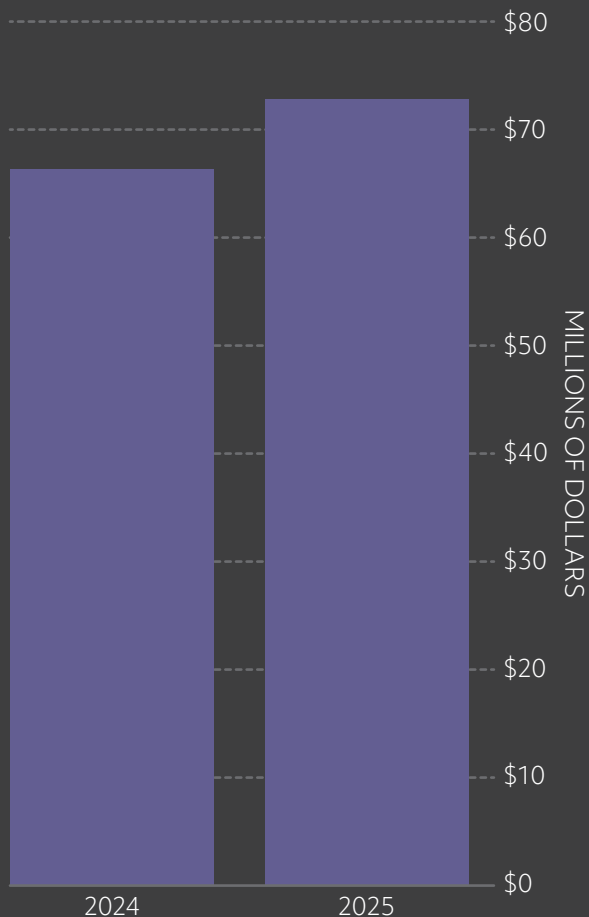
The total aggregate Class III gaming handle (total amount wagered) increased by \$245.1 million in 2025.



The Compacts include provisions allowing the Native Nations to deduct payments made to local governments from the annual revenue sharing payments to the state. The specific provisions vary by Compact, but generally include payments for public works projects and projects involving education, transportation and public safety that benefit both citizens of the Native Nations and the residents of the State of Wisconsin. The payments to Wisconsin local governments under these provisions totaled \$10.4 million in 2025, which is an increase of 27.56%.

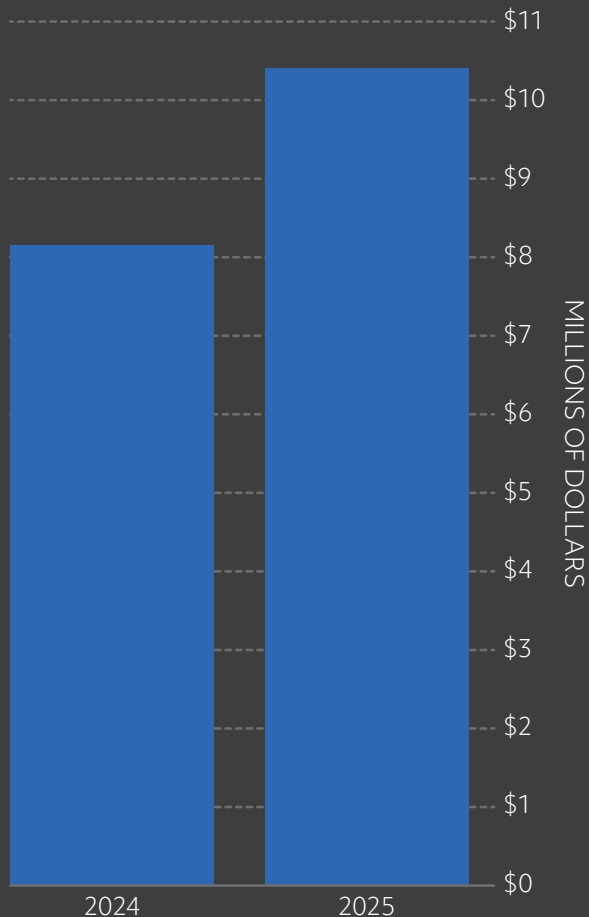
TOTAL CLASS III GAMING REVENUE SHARING PAYMENTS TO THE STATE, 2024-2025

The total aggregate revenue sharing payments to the state increased by \$6.4 million in 2025. This increase includes settlement agreements that were finalized from the COVID 19 pandemic.



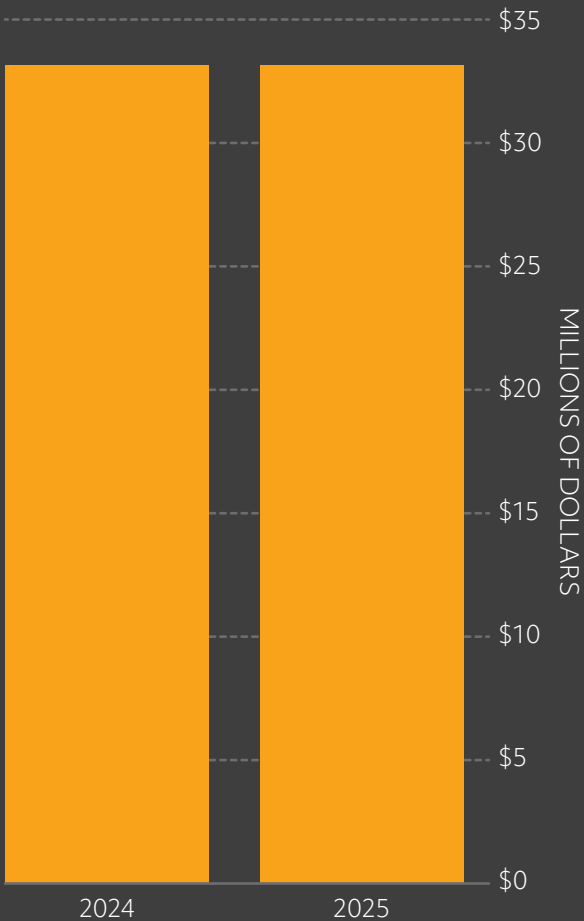
TOTAL AGGREGATE LOCAL GOVERNMENT PAYMENTS, 2024-2025

The total amount of payments made by Wisconsin Native Nations to units of local government increased by \$2.2 million in 2025.



Under [Wis. Stat. sec. 569.06](#), revenue sharing payments under the Compacts are credited to the appropriation accounts as defined in Chapter 20.06. Pursuant to the statutes, a portion of the revenue sharing payments made to the state are expended for economic development initiatives to benefit Native Nations, support programs in counties in which the Nations are located and promote tourism within Wisconsin. In 2025, \$33 million was appropriated to 17 state agencies and 52 program areas pursuant to this chapter.

PROGRAM APPROPRIATIONS,
2024-2025



STATE AGENCIES RECEIVING GAMING REVENUE APPROPRIATIONS
Department of Administration
Department of Agriculture, Trade and Consumer Protection
Department of Children and Families
Department of Corrections
Department of Health Services
Higher Education Aids Board
Historical Society
Department of Justice
Kickapoo Valley Reserve Board
Department of Natural Resources
Department of Public Instruction
Department of Tourism
Department of Transportation
University of Wisconsin System
Department of Veterans Affairs
Wisconsin Technical College System Board
Department of Workforce Development

Revenue Audit Program

The OIGRC revenue audit program is responsible for ensuring the accuracy of the revenue data on which the Compact revenue sharing payments are based. Each gaming operation in the state is required to report daily revenue data to the OIGRC, which is then verified on a monthly basis. This information is utilized to conduct an annual audit to ensure that the revenue and resulting payment are accurate. Since 2005, this process has been used to verify over \$24 billion in Class III gaming revenue and \$1.72 billion in state revenue sharing payments. The results for 2025 are below.

2025 RESULTS

**\$1.376
BILLION**
IN REVENUE
VERIFIED

**\$72.8
MILLION**
IN PAYMENTS
TO THE STATE
VERIFIED

Compliance Audit Program

Pursuant to the Compacts, the state and the Native Nations have a cooperative role in the regulation of Class III gaming in the state. The OIGRC Compliance Audit Program serves to assist sovereign Native governments and their regulatory bodies in ensuring the compliance of their gaming operations with applicable regulations. This is accomplished through the conduct of regular compliance audits. The OIGRC conducts a compliance audit at each gaming operation in the state approximately every 18-24 months. These audits include a review of all areas of the gaming operation with a focus on testing of gaming device software, observation of table game play and review of daily revenue collection procedures. A total of 12 compliance audits have been conducted over the last year.

Wisconsin casino inventories did not change significantly in 2025. There are currently 13,846 slot machines, 167 table games, and 171 sports wagering stations and kiosks in operation at the 23 Class III gaming facilities in the state.

As of the fiscal year ended September 30, 2025, Compact Amendments authorizing sports wagering were in place with all Wisconsin Native Nations with the exception of the Red Cliff and Bad River Bands of Lake Superior Chippewa. Wisconsin Class III gaming locations currently offering sports wagering are identified on the map on page 15 of this report.

2025 RESULTS



Vendor Certification

Pursuant to the Compacts, providers of gaming-related products and services to Wisconsin gaming operations are required to obtain certification from the OIGRC prior to conducting business in excess of established thresholds. The vendor classification criteria is based on the Compact requirements and is posted on the Division's website [here](#).

Entities meeting the certification criteria are required to file applications on behalf of the company contracting with the gaming operation and personal applications for all of the corporation's officers, directors and individuals holding significant ownership in the company. The OIGRC also requires filing of short form criminal history disclosures from all individuals that access Wisconsin gaming facilities on behalf of a licensed entity, whether in person or remotely.

The OIGRC's five staff members in the vendor investigation area processed 246 applications in 2024-2025, which was an increase of 28% over the previous year. This included background investigation of over 219 individuals and 27 corporate entities. All 54 entities that currently hold certificates are required to file applications upon appointment of new officers, directors and technicians and complete renewal applications for all individuals every two years. The current OIGRC vendor certification list is available [here](#).

2024-2025 RESULTS



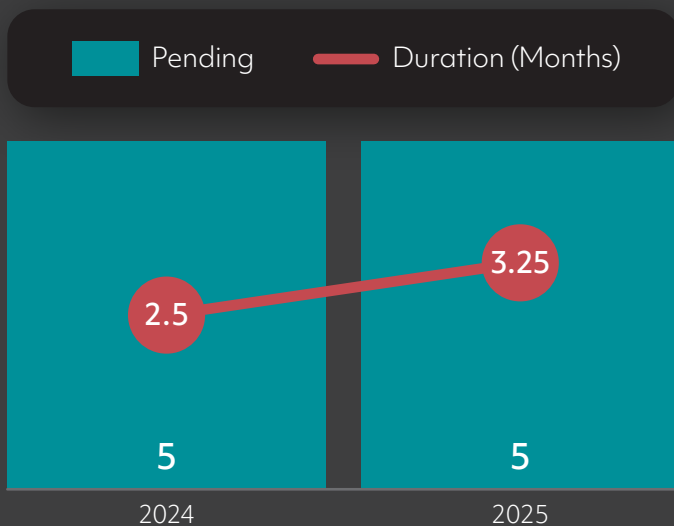
219
INDIVIDUAL
APPLICATIONS
PROCESSED



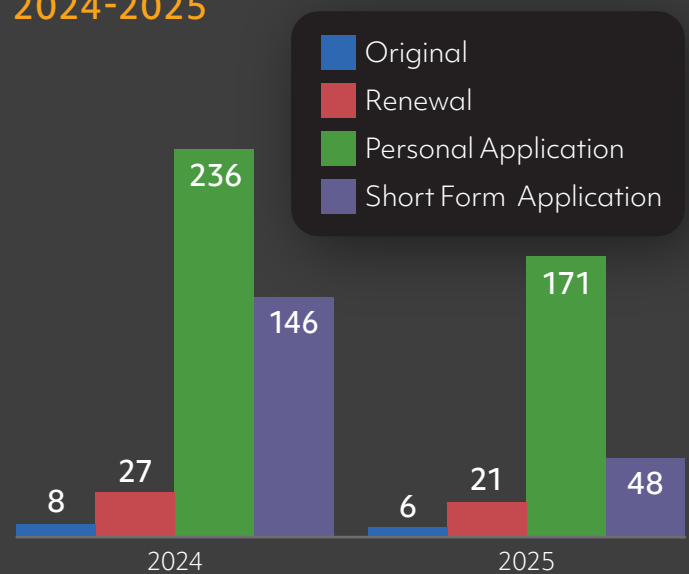
27
CORPORATE
APPLICATIONS
PROCESSED

The issuance of a gaming-related contractor certificate to an entity requires review and investigation of extensive application materials pertaining to the corporation, as well as lengthy personal applications for officers and owners of the company and short forms for technicians working in Wisconsin casinos on behalf of the company. Our goal is for the entire process from the initial application submission to issuance of the certification to be no more than 3 months in total. The average amount of time applications were in pending status increased slightly in 2025, from 2.5 months to 3.25 which is largely attributable to the higher overall volume of applications.

PENDING GAMING-RELATED CONTRACTOR APPLICATIONS, 2024-2025

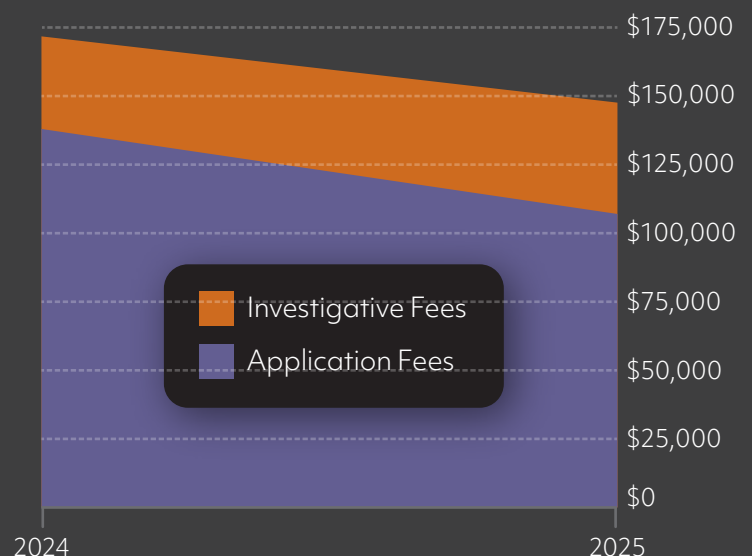


COMPLETED GAMING-RELATED CONTRACTOR APPLICATIONS, 2024-2025



The fee for initial filing of a gaming-related contractor application is based on the average cost of an investigation. The fee for new and renewal corporate applicants has remained at \$4,000 for over ten years with a slightly lower fee for entities headquartered in Wisconsin. An hourly rate of \$55 is charged against the initial fee and applicants are billed when costs exceed the initial fee. The reduction in vendor application fees from 2024 to 2025 reflects a decline in the number of original and renewal applications, largely due to industry consolidation.

VENDOR FEES RECEIVED, 2024-2025



Contact Information

Department of Administration – Division of Gaming

John Dillett, Division Administrator

john.dillett@wisconsin.gov

Joe Gastel, Director of Charitable Gaming

joseph.gastel@wisconsin.gov

Jessie Dushek, Indian Gaming Audit Director

jessica.dushek@wisconsin.gov

Mary Kay Merrill, Vendor Licensing Director

mary.merrill@wisconsin.gov

Information and assistance regarding problem gambling may be obtained from the Wisconsin Council on Problem Gambling at

www.wi-problemgamblers.org

or 1-800-426-2535 24 hours a day.

Patrons may also request a self-ban at most Wisconsin gaming facilities to assist in preventing them from gambling at that location in the future.