



**SASB
STANDARDS**

Now part of IFRS Foundation

Casinos & Gaming

Sustainability Accounting Standard

SERVICES SECTOR

Sustainable Industry Classification System® (SICS®) SV-CA

Under Stewardship of the International Sustainability Standards Board

INDUSTRY STANDARD | VERSION 2023-12



IFRS®
Sustainability

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ABOUT THE SASB STANDARDS

As of August 2022, the International Sustainability Standards Board (ISSB) of the IFRS Foundation assumed responsibility for the SASB Standards. The ISSB has committed to maintain, enhance and evolve the SASB Standards and encourages preparers and investors to continue to use the SASB Standards.

IFRS S1 *General Requirements for Disclosure of Sustainability-related Financial Information* (IFRS S1) requires entities to refer to and consider the applicability of disclosure topics in the SASB Standards when identifying sustainability-related risks and opportunities that could reasonably be expected to affect an entity's prospects. Similarly, IFRS S1 requires entities to refer to and consider the applicability of metrics in the SASB Standards when determining what information to disclose regarding sustainability-related risks and opportunities.

In June 2023, the ISSB amended climate-related topics and metrics in the SASB Standards to align them with the industry-based guidance accompanying IFRS S2 *Climate-related Disclosures*. In December 2023, the ISSB amended the non-climate-related topics and metrics in connection with the International Applicability of SASB Standards project.

Effective Date

This version 2023-12 of the Standard is effective for all entities for annual periods beginning or after January 1, 2025. Early adoption is permitted for all entities.

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INTRODUCTION

Overview of SASB Standards

The SASB Standards are a set of 77 industry-specific sustainability accounting standards (“SASB Standards” or “Industry Standards”), categorised pursuant to the [Sustainable Industry Classification System[®] \(SICS[®]\)](#).

SASB Standards include:

1. **Industry descriptions** – which are intended to help entities identify applicable industry guidance by describing the business models, associated activities and other common features that characterise participation in the industry.
2. **Disclosure topics** – which describe specific sustainability-related risks or opportunities associated with the activities conducted by entities within a particular industry.
3. **Metrics** – which accompany disclosure topics and are designed to, either individually or as part of a set, provide useful information regarding an entity’s performance for a specific disclosure topic.
4. **Technical protocols** – which provide guidance on definitions, scope, implementation and presentation of associated metrics.
5. **Activity metrics** – which quantify the scale of specific activities or operations by an entity and are intended for use in conjunction with the metrics referred to in point 3 to normalise data and facilitate comparison.

Entities using the SASB Standards as part of their implementation of ISSB Standards should consider the relevant ISSB application guidance.

For entities using the SASB Standards independently from ISSB Standards, the [SASB Standards Application Guidance](#) establishes guidance applicable to the use of all Industry Standards and is considered part of the Standards. Unless otherwise specified in the technical protocols contained in the Industry Standards, the guidance in the SASB Standards Application Guidance applies to the definitions, scope, implementation, compilation and presentation of the metrics in the Industry Standards.

Historically, the [SASB Conceptual Framework](#) set out the basic concepts, principles, definitions and objectives that guided the SASB Standards Board in its approach to setting standards for sustainability accounting.

Use of the Standards

SASB Standards are intended to aid entities in disclosing information about sustainability-related risks and opportunities that could reasonably be expected to affect the entity's cash flows, its access to finance or cost of capital over the short, medium or long term. An entity determines which Industry Standard(s) and which disclosure topics are relevant to its business, and which associated metrics to report. In general, an entity should use the SASB Standard specific to its primary industry as identified in [SICS[®]](#). However, companies with substantial business in multiple SICS[®] industries should refer to and consider the applicability of the disclosure topics and associated metrics in additional SASB Standards.

The disclosure topics and associated metrics contained in this Standard have been identified as those that are likely to be useful to investors. However, the responsibility for making materiality judgements and determinations rests with the reporting entity.

Industry Description

Publicly held casinos and gaming entities operate gambling facilities or platforms, including brick-and-mortar casinos, riverboat casinos, online gambling websites and racetracks. The industry is characterised by intense regulatory oversight, which is the main barrier to entry for new operators. Industry regulation varies significantly worldwide.

Note: Some entities in the Casinos & Gaming industry are also engaged in activities of the Hotels & Lodging or Restaurants industries. The disclosure topics for such activities are outlined in the Hotels & Lodging (SV-HL) and Restaurants (FB-RN) industries. For the purposes of this Standard, casinos and gaming entities are assumed to be engaged solely in operating gambling facilities and providing online gaming services, and therefore issues such as water management and food safety, which may be material for entities that have significant hotel and restaurant operations, are not covered by this industry.

SUSTAINABILITY DISCLOSURE TOPICS & METRICS

Table 1. Sustainability Disclosure Topics & Metrics

TOPIC	METRIC	CATEGORY	UNIT OF MEASURE	CODE
Energy Management	(1) Total energy consumed, (2) percentage grid electricity and (3) percentage renewable	Quantitative	Gigajoules (GJ), Percentage (%)	SV-CA-130a.1
Responsible Gaming	Percentage of gaming facilities that implement the Responsible Gambling Standards and Criteria for Venues	Quantitative	Percentage (%) by revenue	SV-CA-260a.1
	Percentage of online gaming operations that implement the Responsible Gambling Council (RGC) Standards and Criteria for iGaming	Quantitative	Percentage (%) by revenue	SV-CA-260a.2
Smoke-free Casinos	Percentage of gaming floor where smoking is allowed	Quantitative	Percentage (%) of gaming floor area	SV-CA-320a.1
	Percentage of gaming staff who work in areas where smoking is allowed	Quantitative	Percentage (%) of man-hours	SV-CA-320a.2
Internal Controls on Money Laundering	Description of anti-money laundering policies and practices	Discussion and Analysis	n/a	SV-CA-510a.1
	Total amount of monetary losses as a result of legal proceedings associated with money laundering ¹	Quantitative	Presentation currency	SV-CA-510a.2

Table 2. Activity Metrics

ACTIVITY METRIC	CATEGORY	UNIT OF MEASURE	CODE
Number of tables	Quantitative	Number	SV-CA-000.A
Number of slots	Quantitative	Number	SV-CA-000.B
Number of active online gaming customers ²	Quantitative	Number	SV-CA-000.C
Total area of gaming floor	Quantitative	Square metres (m ²)	SV-CA-000.D

¹ Note to **SV-CA-510a.2** – The entity shall briefly describe the nature, context and any corrective actions taken because of monetary losses.

² Note to **SV-CA-000.C** – The number of active customers is defined as the number for which at least one financial transaction (bet, deposit, withdraw) with real currency occurred during the reporting period.

Energy Management

Topic Summary

With many facilities open 24 hours a day, the Casinos & Gaming industry requires a large amount of energy to operate. Casino facilities often have few windows and therefore rely on their buildings' mechanical systems for heating, ventilation, air-conditioning (HVAC) and lighting. Fossil fuel-based energy production and consumption contribute to significant environmental impacts, including climate change and pollution, and have the potential to impact casino entities' results of operations. Entities that rely on electricity consumption for their operations increasingly must manage energy efficiency as well as energy availability, including the risks and opportunities associated with energy sourcing from fossil fuels or from renewable and alternative energy sources.

Metrics

SV-CA-130a.1. (1) Total energy consumed, (2) percentage grid electricity and (3) percentage renewable

- 1 The entity shall disclose (1) the total amount of energy it consumed as an aggregate figure, in gigajoules (GJ).
 - 1.1 The scope of energy consumption includes energy from all sources, including energy purchased from external sources and energy produced by the entity itself (self-generated). For example, direct fuel usage, purchased electricity, and heating, cooling and steam energy all are included within the scope of energy consumption.
 - 1.2 The scope of energy consumption includes only energy directly consumed by the entity during the reporting period.
 - 1.3 In calculating energy consumption from fuels and biofuels, the entity shall use higher heating values (HHV), also known as gross calorific values (GCV), which are measured directly or taken from the Intergovernmental Panel on Climate Change (IPCC).
- 2 The entity shall disclose (2) the percentage of energy it consumed that was supplied from grid electricity.
 - 2.1 The percentage shall be calculated as purchased grid electricity consumption divided by total energy consumption.
- 3 The entity shall disclose (3) the percentage of energy it consumed that was renewable energy.
 - 3.1 Renewable energy is defined as energy from sources that are replenished at a rate greater than or equal to their rate of depletion, such as geothermal, wind, solar, hydro and biomass.
 - 3.2 The percentage shall be calculated as renewable energy consumption divided by total energy consumption.

- 3.3 The scope of renewable energy includes renewable fuel the entity consumed, renewable energy the entity directly produced and renewable energy the entity purchased, if purchased through a renewable power purchase agreement (PPA) that explicitly includes renewable energy certificates (RECs) or Guarantees of Origin (GOs), a Green-e Energy Certified utility or supplier programme, or other green power products that explicitly include RECs or GOs, or for which Green-e Energy Certified RECs are paired with grid electricity.
- 3.3.1 For any renewable electricity generated on-site, any RECs and GOs shall be retained (not sold) and retired or cancelled on behalf of the entity for the entity to claim them as renewable energy.
- 3.3.2 For renewable PPAs and green power products, the agreement shall explicitly include and convey that RECs and GOs be retained or replaced and retired or cancelled on behalf of the entity for the entity to claim them as renewable energy.
- 3.3.3 The renewable portion of the electricity grid mix outside the control or influence of the entity is excluded from the scope of renewable energy.
- 3.4 For the purposes of this disclosure, the scope of renewable energy from biomass sources is limited to: materials certified to a third-party standard (for example, Forest Stewardship Council, Sustainable Forest Initiative, Programme for the Endorsement of Forest Certification or American Tree Farm System), materials considered eligible sources of supply according to the *Green-e Framework for Renewable Energy Certification, Version 1.0* (2017) or Green-e regional standards, or materials eligible for an applicable jurisdictional renewable portfolio standard.
- 4 The entity shall apply conversion factors consistently for all data reported under this disclosure, such as the use of HHVs for fuel use (including biofuels) and conversion of kilowatt hours (kWh) to GJ (for energy data including electricity from solar or wind energy).

Responsible Gaming

Topic Summary

Although the main purpose of gambling is entertainment, the industry faces a negative perception often related to pathological gambling. In addition to pathological gambling, which is a progressive addiction characterised by increasing preoccupation with gambling, customers also may experience problem gambling, a less severe form of pathological gambling. Although casinos do not cause problem gambling, they provide opportunities to gamble and may earn disproportionately greater revenue from pathological and problem gamblers. Responsible gambling entities adopt industry best practices to mitigate negative effects of problem gambling that may result from violations of self-exclusion lists, irresponsible advertising, gambling by minors, or instances in which the entity has otherwise enabled gambling problems. Highly-publicised incidents related to pathological and problem gambling may damage entities' reputations and result in regulatory curtailment of their licences to operate.

Metrics

SV-CA-260a.1. Percentage of gaming facilities that implement the Responsible Gambling Standards and Criteria for Venues

- 1 The entity shall disclose the percentage of its gaming facilities, by revenue, that implement the Responsible Gambling (RG) Standards and Criteria for Venues.
 - 1.1 A gaming facility is defined as any entity-owned establishment used primarily for the purposes of gaming, and where gaming equipment or supplies are operated for the purposes of accruing business revenue, excluding online gaming.
 - 1.2 Standards and Criteria for Venues criteria are those developed by the Responsible Gambling Council (RGC) Centre for the Advancement of Best Practices.
- 2 The entity shall calculate the percentage of RG Standards and Criteria for Venues criteria achieved for each gaming facility as the number of RG Standards and Criteria for Venues criteria with which the facility complies divided by the total number of criteria in this way:
 - 2.1 the entity shall consider all criteria under the core standards;
 - 2.2 the entity shall calculate a weighting factor for each gaming facility as the revenue from that facility divided by the entity's total revenue for all gaming facilities; and
 - 2.3 the percentage of criteria achieved by each facility shall be multiplied by its weighting factor and summed across all gaming facilities to determine the percentage for disclosure.
- 3 The entity may disclose the percentage of its facilities, by revenue, for which RG Standards and Criteria for Venues certification has been attained.

SV-CA-260a.2. Percentage of online gaming operations that implement the Responsible Gambling Council (RGC) Standards and Criteria for iGaming

- 1 The entity shall disclose the percentage of its online gaming operations, by revenue, that implement the Responsible Gambling Council (RGC) Standards and Criteria for iGaming.
 - 1.1 Online games are defined as any entity-owned or operated online platforms that enable individuals to place, receive, or otherwise knowingly transmit a bet or wager.
- 2 The entity shall calculate the percentage of RGC criteria met for each online gaming website as the number of RGC criteria for which the facility is in compliance, divided by the total number of criteria, in this way:
 - 2.1 for each online gaming website, the entity shall consider whether the website has met the RGC criteria, which are categorised under the core RGC standards;
 - 2.2 the entity shall calculate a weighting factor for each online gaming website as the revenue from that online gaming website divided by the entity's total revenue for all online gaming websites; and
 - 2.3 the percentage of criteria achieved by each online gaming website is multiplied by its weighting factor and summed across all online gaming websites to determine the percentage for disclosure.
- 3 The entity may use an equivalent standard or set of criteria for responsible gaming for the purpose of calculating this metric.
- 4 If the entity uses a different standard or criteria for responsible gaming, it shall disclose the alternative standard or criteria used.

Smoke-free Casinos

Topic Summary

Casino facilities are usually climate-controlled environments with internal air circulation, and they have a relatively high concentration of employees and customers. Although anti-smoking campaigns have helped some regions enact smoking bans for public places, many casinos remain exempt from such bans. Smoke exposes employees and customers to increased risks of heart attacks, cancers, and other illnesses. Studies have shown that casino dealers exposed to second-hand smoke have higher-than-average rates of respiratory illness. Entities that derive a significant portion of their revenue from smoking customers may be negatively affected by smoking bans. Alternatively, by creating smoke-free facilities, casino operators may attract more non-smoking patrons.

Metrics

SV-CA-320a.1. Percentage of gaming floor where smoking is allowed

- 1 The entity shall disclose the percentage of its gaming floor, by area, where smoking is permitted (areas where smoking is not banned by law or designated by the entity as 'non-smoking').
 - 1.1 A gaming floor is defined as any entity-owned establishment used primarily for the purposes of gaming and where gaming equipment or supplies are operated for the purposes of accruing business revenue.
 - 1.2 Designated non-smoking areas are defined as areas within the casino's gaming floor that are clearly marked 'non-smoking', actively monitored for smoking violations, and ventilated separately from enclosed indoor areas where smoking is allowed.
 - 1.3 The scope of the disclosure excludes areas adjacent to the gaming floor, such as any hallways, reception areas, retail spaces, bars, nightclubs, restaurants, hotels, entertainment venues or office spaces.
- 2 The percentage is calculated as the gaming floor area where smoking is permitted divided by the total gaming floor area.
- 3 The entity may disclose the percentage of its gaming floor area mandated by law to be designated 'non-smoking', calculated as the gaming floor area that is required by law to be designated as 'non-smoking' divided by the total gaming floor area.

SV-CA-320a.2. Percentage of gaming staff who work in areas where smoking is allowed

- 1 The entity shall disclose the percentage of its gaming staff, on an hours-worked basis, who work in areas where smoking is permitted (areas where smoking is not banned by law or designated by the entity as 'non-smoking').
 - 1.1 Gaming staff are defined as people who (1) are employed by an operator or retailer that hosts gaming to work directly with the gaming portion of its business, and (2) must be of legal age for gaming staff in the applicable jurisdiction or older and hold appropriate local licensing, if applicable.

- 1.1.1 Gaming staff may include dealers; change and counting room personnel; cashiers; floormen; cage personnel; slot machine repairmen or mechanics; persons who accept or transport revenue from a slot, blackjack, or poker-table drop or drop box; security personnel; shift or pit bosses; floor managers; supervisors; slot machine and slot booth personnel; and any other employees whose main work station is located in a gaming facility.
- 1.2 'Gaming floor' is defined as any entity-owned establishment used primarily for the purposes of gaming and where gaming equipment or supplies are operated for the purposes of accruing business revenue.
- 1.3 Designated non-smoking areas are defined as areas within the casino's gaming floor that are clearly marked 'non-smoking', actively monitored for smoking violations, and ventilated separately from enclosed indoor areas where smoking is allowed.
- 2 The percentage of staff is calculated as the number of gaming staff man-hours worked on the casino's gaming floor in areas not designated as non-smoking, divided by the total number of gaming staff man-hours.
- 3 The entity shall disclose the percentage of its gaming staff mandated by law to be stationed in a designated non-smoking area, calculated as the number of gaming staff who are mandated by law to be stationed for work in the casino's designated non-smoking gaming facilities, divided by the total number of gaming staff.

Internal Controls on Money Laundering

Topic Summary

By the nature of its business, the Casinos & Gaming industry may be attractive to criminals seeking to launder money or disguise the origin of funds. Risk factors include customer anonymity, accessibility to multiple facilities and the large amount of cash transactions in each facility. Therefore, strict and robust internal controls are necessary for entities to prevent violations of reporting and money laundering regulations. Casino operators that fail to detect and prevent money laundering activities may be subjected to criminal investigations. Violations of anti-money laundering laws and regulations could result in criminal prosecution or substantial regulatory penalties.

Metrics

SV-CA-510a.1. Description of anti-money laundering policies and practices

- 1 The entity shall describe its policies and practices for assessing and managing money laundering risks internally as well as those associated with business partners in its value chain.
 - 1.1 Relevant business partners include customers, suppliers, contractors and subcontractors.
- 2 Relevant management practices include:
 - 2.1 barring cash-for-cash exchanges above a set threshold or for the purchase of casino cheques;
 - 2.2 conducting risk assessments;
 - 2.3 customer due diligence, including patron identification and verification and know-your-customer protocols;
 - 2.4 employee awareness and training programmes;
 - 2.5 enforcing caps on ticket-in and ticket-out redemptions at slot machine kiosks;
 - 2.6 mechanisms for recordkeeping, reporting to government agencies, and investigation of suspicious activities and red flags; and
 - 2.7 transaction monitoring.
- 3 The entity may describe the implementation of regulatory compliance or industry codes of conduct.
- 4 The entity may describe the effectiveness of its programmes and practices and any associated outcomes, which may include:
 - 4.1 third-party auditing of the casino's overall programme;
 - 4.2 the number of customers who have undergone due diligence procedures; and
 - 4.3 the number and types of due diligence reports performed.

SV-CA-510a.2. Total amount of monetary losses as a result of legal proceedings associated with money laundering

- 1 The entity shall disclose the total amount of monetary losses incurred during the reporting period resulting from legal proceedings associated with money laundering.
- 2 The legal proceedings shall include any adjudicative proceeding involving the entity, whether before a court, a regulator, an arbitrator or otherwise.
- 3 The losses shall include all monetary liabilities to the opposing party or to others (whether as the result of settlement, verdict after trial or otherwise), including fines and other monetary liabilities incurred during the reporting period as a result of civil actions (for example, civil judgements or settlements), regulatory proceedings (for example, penalties, disgorgement or restitution) and criminal actions (for example, criminal judgements, penalties or restitution) brought by any entity (for example, governmental, business or individual).
- 4 The scope of monetary losses shall exclude legal and other fees and expenses incurred by the entity in its defence.
- 5 The scope of the disclosure shall include legal proceedings associated with the enforcement of applicable jurisdictional laws or regulations.

Note to SV-CA-510a.2

- 1 The entity shall briefly describe the nature (for example, judgement or order issued after trial, settlement, guilty plea, deferred prosecution agreement or non-prosecution agreement) and context (for example, improper recordkeeping) of all monetary losses resulting from legal proceedings.
- 2 The entity shall describe any corrective actions implemented in response to each incident. This may include specific changes in operations, management, processes, products, business partners, training or technology.



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