

- In the first half of 2025, number of visitor arrivals increased by 14.9% year-on-year to 19,218,540, while their average length of stay decreased by 0.1 day to 1.1 days; number of inbound package tour visitors was 963,338, down by 2.3%. In the second quarter, visitor arrivals totalled 9,355,875, up by 19.3% year-on-year; meanwhile, the average length of stay of visitors shortened by 0.1 day to 1.1 days. The number of inbound package tour visitors dropped by 14.6% to 410,829.
- At the end of the second quarter, the 147 hotel establishments offering accommodation services to the public provided a total of 45,093 available guest rooms. The average occupancy rate of guest rooms climbed by 5.1 percentage points year-on-year to 89.1% in the first half year, while the number of guests went down by 1.0% to 7,202,457. In the second quarter, the average occupancy rate of guest rooms rose by 5.0 percentage points year-on-year to 88.1%, while the number of guests went up by 3.5% to 3,622,103.
- In the first half of 2025, total non-gaming spending of visitors edged up by 0.2% year-on-year to MOP37.86 billion, whereas per-capita spending of visitors dropped by 12.8% to MOP1,970. In the second quarter, total non-gaming spending of visitors increased by 4.6% year-on-year to MOP18.25 billion, while per-capita spending of visitors dropped by 12.3% to MOP1,950.

Principal Indicators

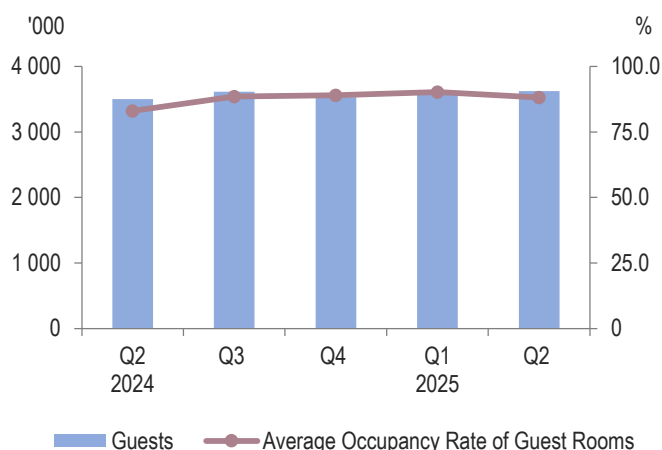
	Q2	YoY (%)	Q1-Q2	YoY (%)
Visitors				
Visitor Arrivals ('000)	9 355.9	19.3	19 218.5	14.9
Overnight Visitors	3 996.3	6.6	8 035.6	2.6
Same-day Visitors	5 359.5	30.8	11 182.9	25.8
Average Length of Stay (Day)	1.1	-0.1	1.1	-0.1
Inbound Package Tour Visitors ('000)	410.8	-14.6	963.3	-2.3
Local Tour Visitors ('000)	44.6	14.1	103.6	-4.7
Hotel Establishments				
Average Occupancy Rate of Guest Rooms (%)	88.1	5.0 ^a	89.1	5.1 ^a
Guests ('000)	3 622.1	3.5	7 202.5	-1.0
Non-gaming Spending of Visitors				
Total Spending (Million MOP)	18 246	4.6	37 865	0.2
Per-capita Spending (MOP)	1 950	-12.3	1 970	-12.8

^a Percentage point

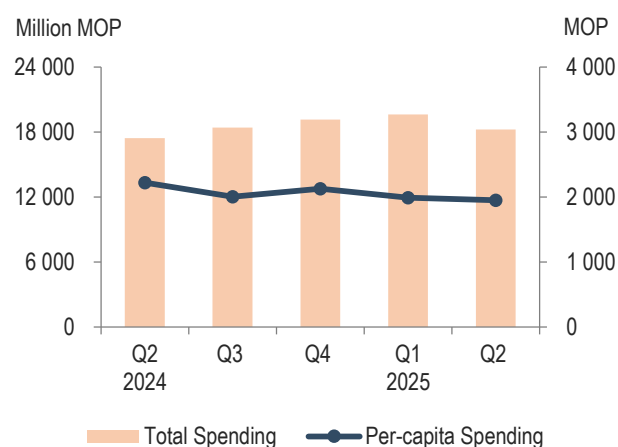
Visitor Arrivals and Average Length of Stay of Visitors



Average Occupancy Rate of Guest Rooms and Number of Guests

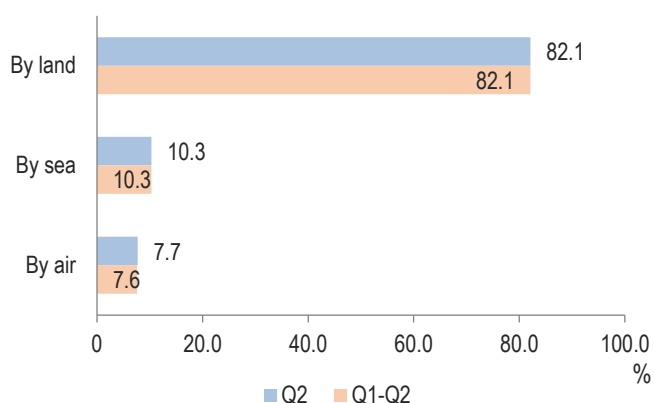


Non-gaming Spending of Visitors

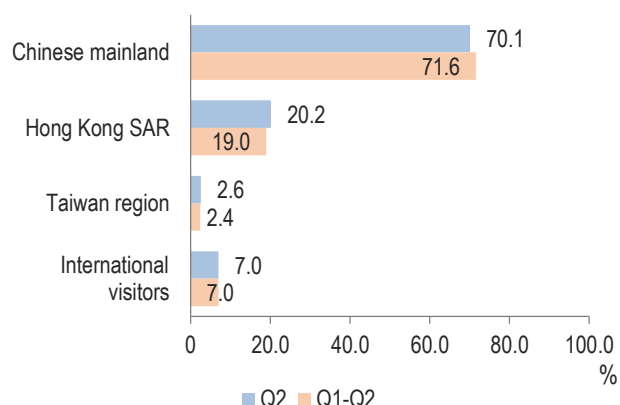


Visitor Arrivals

Visitors by Checkpoint



Source of Visitors



Principal Source of Mainland Visitors

	Q2	YoY (%)	Q1-Q2	YoY (%)
'000				
Total	6 562	25.1	13 768	19.3
Guangdong Province	3 919	39.8	7 918	30.4
Zhejiang Province	200	16.5	459	11.0
Shanghai	187	-0.6	443	-6.1
Jiangsu Province	175	11.2	406	5.7
Fujian Province	151	14.0	292	11.3
Hunan Province	143	3.7	279	5.6
Hubei Province	135	8.3	289	7.6
Guangxi Zhuang Autonomous Region	134	-1.1	277	15.2
Beijing	113	16.1	302	6.9
Sichuan Province	101	18.2	253	9.9

Visitors from the Guangdong-Hong Kong-Macao Greater Bay Area

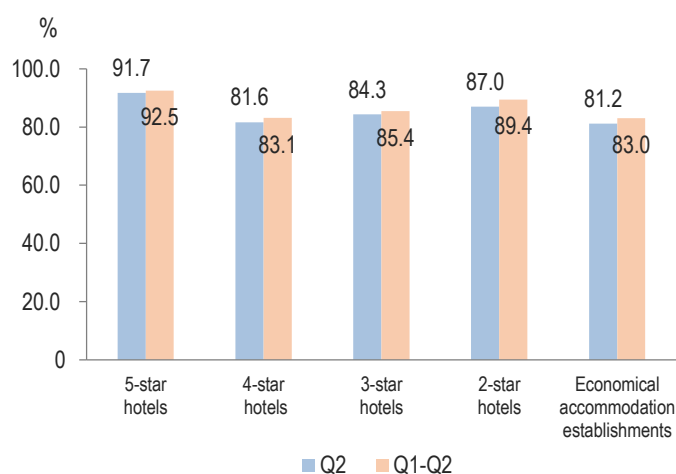
	Q2	YoY (%)	Q1-Q2	YoY (%)
'000				
Total	5 328	22.3	10 664	16.0
Hong Kong SAR	1 894	5.8	3 647	1.1
Guangzhou	604	12.9	1 244	7.7
Shenzhen	462	27.8	913	22.6
Zhuhai	1 256	64.2	2 477	57.0
Foshan	319	18.3	694	9.4
Huizhou	56	31.7	114	22.8
Dongguan	186	33.8	380	20.8
Zhongshan	284	21.8	614	13.6
Jiangmen	211	24.8	460	12.7
Zhaoqing	57	12.6	120	6.9

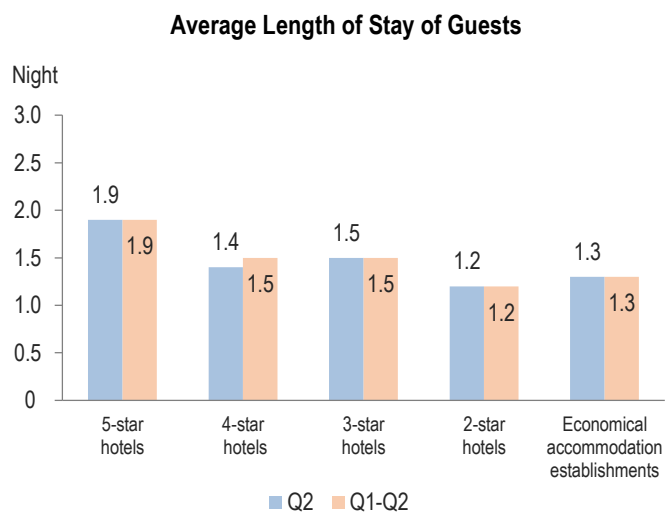
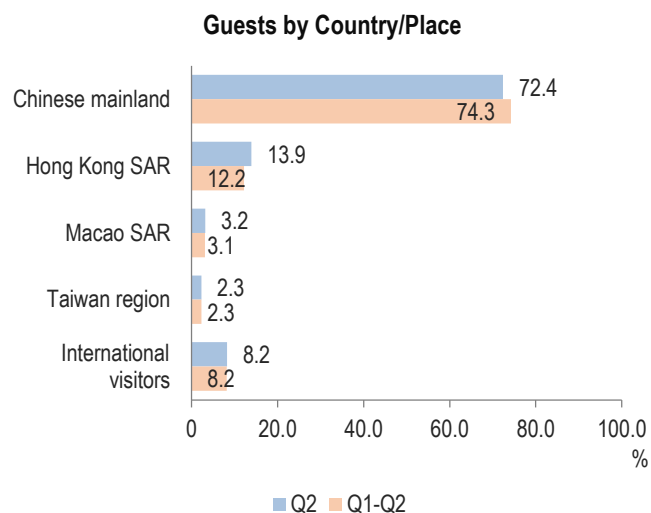
Hotel Establishments

Numbers of operating establishments, guest rooms and guests

	Operating Establishments (No.)	Guest Rooms (No.)	Guests ('000)	
			Q2	Q1-Q2
Total	147	45 093	3 622	7 202
Hotels	103	43 886	3 518	6 981
5-star	39	26 194	1 855	3 596
4-star	19	9 112	806	1 654
3-star	20	6 596	629	1 257
2-star	25	1 984	228	475
Economical accommodation establishments	44	1 207	104	222

Average Occupancy Rate of Guest Rooms

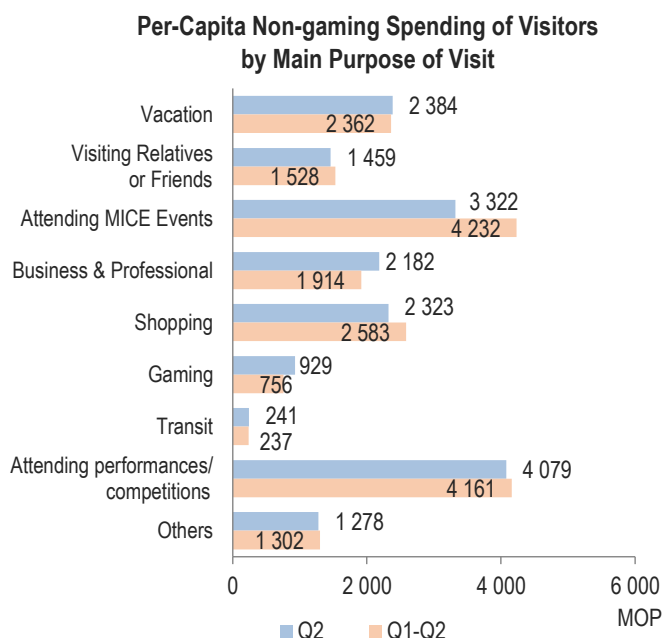




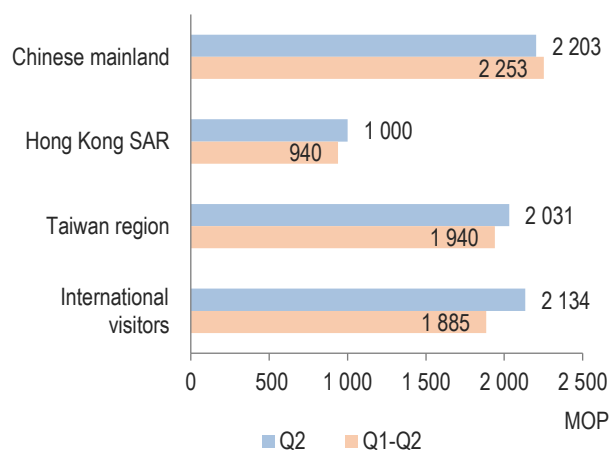
Non-gaming Spending of Visitors

Non-gaming Spending of Overnight and Same-day Visitors

	Q2	YoY (%)	Q1-Q2	YoY (%)
Total Spending (Million MOP)				
Overnight Visitors	14 637	4.4	30 014	-1.4
Same-day Visitors	3 609	5.5	7 851	7.0
Per-capita Spending (MOP)				
Overnight Visitors	3 663	-2.1	3 735	-4.0
Same-day Visitors	673	-19.3	702	-14.9



Per-Capita Non-gaming Spending of Visitors by Source Market



Structure of Non-gaming Spending of Visitors



Historical Data for the Second Quarter

	2020	2021	2022	2023	2024
Visitors					
Visitor Arrivals ('000)	50	2 189	1 588	6 698	7 844
Average Length of Stay (Day)	3.8	1.5	1.0	1.2	1.2
Hotel Establishments					
Average Occupancy Rate of Guest Rooms (%)	12.0	55.8	34.5	80.7	83.1
Guests ('000)	359	1 924	1 254	3 339	3 499
Non-gaming Spending of Visitors					
Total Spending (Million MOP)	~	7 161	3 845	17 482	17 440
Per-capita Spending (MOP)	~	3 271	2 421	2 610	2 223

Methodology, Scope and Coverage

- Sources of data include the Public Security Police Force, travel agencies, hotel establishments and Visitor Expenditure Survey.
- Data on visitor arrivals are provided by the Public Security Police Force while information on package tour visitors is obtained from travel agencies, on a monthly basis; however, data exclude travel agencies that suspended business and those non-contacts. Monthly information on the occupancy rate of guest rooms and guests is collected from hotel establishments, excluding those that suspended business and those that did not provide accommodation services to the public.
- Visitor Expenditure Survey adopts the quota sampling method. Enumerators conduct the survey by collecting data on non-gaming spending from visitors during their stay in the Macao SAR. Results of Visitor Expenditure Survey were extrapolated from samples.

Glossary

Visitor¹: Any person taking a trip to a main destination outside his/her usual environment, for less than a year, for any main purpose other than to be employed by a resident (individual or institution) in the place visited.

Classification of Visitors:

Overnight Visitor: Visitor who stays at least one night in a residential unit, casino, etc. in the place visited, or has accommodation arrangement with a hotel establishment.

Same-day Visitor: Visitor who does not stay overnight in any residential unit, hotel establishment, casino, etc. in the place visited, nor does he/she have accommodation arrangement with a hotel establishment.

Main Purpose of Visit¹: The most important reason or motivation for the trip, in the absence of which the trip would not have taken place.

Non-gaming Spending of Visitors¹: The amount paid by visitors for the purchase of goods and services for own use or to give away, including expenses paid by the visitors or reimbursed by others such as relatives, friends or employers, but excluding donations and expenditure on purchase of assets and goods for resale.

Note1: The definitions are in reference to the **International Recommendations for Tourism Statistics 2008** of UNWTO.

Symbols and abbreviations

No.	Number	MOP Macao Pataca	YoY	Year-on-year change	Hong Kong SAR	Hong Kong Special Administrative Region
%	Percentage	'000 Thousand	QoQ	Quarter-on-quarter change	Macao SAR	Macao Special Administrative Region
~	No Figure provided					

Due to rounding, the total may not correspond to the sum of partial figures.