

CABAZON, THE INDIAN GAMING REGULATORY ACT, AND
THE SOCIOECONOMIC CONSEQUENCES OF AMERICAN
INDIAN GOVERNMENTAL GAMING
A TEN-YEAR REVIEW

ANNOTATED BIBLIOGRAPHY:
THE SOCIAL AND ECONOMIC IMPACTS
OF INDIAN AND OTHER GAMING

LEIGH GARDNER, JOSEPH P. KALT, AND
KATHERINE A. SPILDE

JANUARY 2005



THE HARVARD PROJECT ON
AMERICAN INDIAN ECONOMIC DEVELOPMENT

MALCOLM WIENER CENTER FOR SOCIAL POLICY
JOHN F. KENNEDY SCHOOL OF GOVERNMENT - HARVARD UNIVERSITY

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ISBN 0-9743946-9-6

Library of Congress Control Number: 2004116118

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John F. Kennedy School of Government
Harvard University**

Cabazon, the Indian Gaming Regulatory Act, and the Socioeconomic Consequences of American Indian Governmental Gaming” is a research project of The Harvard Project on American Indian Economic Development (HPAIED). Funding has been provided under a grant from the National Indian Gaming Association (NIGA) and by The Harvard Project on American Indian Economic Development. The voting members of NIGA are American Indian tribal governments. NIGA’s funding has supported the work of Ms. Gardner and Dr. Spilde, co-authors of this study. Prof. Kalt’s work on this project has been made possible by the Christian A. Johnson Endeavor Foundation. The Harvard Project on American Indian Economic Development’s operating funds are provided by the Christian A. Johnson Endeavor Foundation. Additional support is provided by the Ford Foundation. The views expressed in this report are those of the authors and do not necessarily reflect those of any of the funding organizations or their employees, HPAIED and/or its other staff, the Malcolm Wiener Center for Social Policy (where HPAIED is housed), the John F. Kennedy School of Government, or Harvard University. This research project is undertaken with the clear understanding that the investigators have the full right to publish any results obtained by them, without prior approval of any funding organization or individual and subject only to established safeguards for the protection of privacy or confidentiality.

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Introduction

In its final report to Congress and the President in 1999, the National Gambling Impact Study Commission (NGISC) concluded: “Only a limited number of independent studies exist regarding the economic and social impact of Indian gambling... This is an area greatly in need of further research.” (p. 6-14) In an effort to assess the current state of gambling and Indian gaming research, while also evaluating the vast array of methods that researchers have employed to assess gambling’s impacts, we have compiled an extensive database of gambling impact studies. While we cannot claim to have captured each and every study that has been published, we have attempted to reflect the multiple and contentious issues commonly raised in current gambling policy debates. The studies outlined herein address a host of public policy issues, ranging from tax considerations, to the prevalence of problem gambling, to the social impacts of gambling.

It is our intention that this document be used as a guide to the literature on gambling’s impacts. Because the current body of research varies so widely in scope, intention and method, it is difficult to compare or aggregate studies in any synthesized or quantitative way. We hope, however, that this document may be useful as a catalogue of the different ways in which gambling research has been done in the past, allowing future researchers to replicate existing studies, build upon successful methodologies, create a knowledge base on specific issues, and draw from a number of different methodologies to create research models appropriate to the topic under study.

We begin with a primer on American Indian governments and their gaming operations. We then turn to the bibliographic entries. For each entry, we have indicated the research method(s) employed by the author(s), the geographic area(s) of concern (e.g., nation, state, reservation), and whether or not the study utilizes statistical regression techniques. Additionally, each entry contains a summary of the issues addressed, making it easier to browse the studies by region, issue, or method. Lastly,

each entry provides a short summary of the study's main findings.

This bibliography represents the work and resources of many people and institutions. In particular, we would like to thank the National Indian Gaming Library and Resource Center, the American Gaming Association, and Lexecon Inc. for access to their collections of gambling impact studies. We would also like to thank the National Indian Gaming Association (NIGA) for generously supporting this research and for its commitment to improving the quality and availability of information on Indian gaming's social and economic impacts. We are grateful to Tammy Y. Sieber, Zoë E. Levitt, Anne E. Kalt and Eliza Bemis for their excellent editing and fact checking, and to Jonathan B. Taylor for his careful reading of the entries.

For further information, numerous bibliographies – albeit, with no or limited annotation – are available online. Among the more useful are: the State of Rhode Island General Assembly's gaming links website at http://www.rilin.state.ri.us/gen_assembly/gaming/links.htm; the International Masters of Gaming Law bibliography at <http://www.gaminglawmasters.com/bibliography>; the Ontario Problem Gambling Research Centre eWildman bibliography at <http://www.gamblingresearch.org/contentdetail.sz?cid=2609>; the Center for Governmental Research's "Casino Gambling References" at <http://cgr.org/files/RochCasinoAnnBiblio.htm>; the Alberta Gambling Research Institute's online database at <http://gaming.uleth.ca/> and online bibliographies at <http://www.abgaminginstitute.ualberta.ca/agrilibrary/bibliographies.htm>; and the extensive references in the final report of the NGISC at <http://govinfo.library.unt.edu/ngisc/reports/fullrpt.html>.

Leigh Gardner, Joseph P. Kalt, and Katherine A. Spilde
Cambridge, Massachusetts
January 2005

A Policy Primer on American Indian Governments and Their Gaming Operations

The gaming enterprises of American Indian tribes are operations of American Indian tribal *governments*. With powers akin to one of the states, these governments are recognized by the U.S. Government pursuant to the U.S. Constitution, centuries-old treaties, numerous Supreme Court decisions, Presidential orders, and acts of Congress. Today, in the lower 48 states, “Indian Country” is comprised of 350 Indian areas that are associated with federally-recognized tribes and tracked by the U.S. Census. These consist of 310 reservations and 40 Indian statistical areas, 29 of which are in Oklahoma.¹ The reservations range in size from a few acres to hundreds of thousands of acres: the Navajo Nation’s reservation is approximately the size of West Virginia.

Just as states in the United States have certain powers of jurisdiction within their boundaries, so tribes have governmental powers within their boundaries. While tribes (and states) cannot exercise powers such as raising an army or issuing currency, they possess powers to: determine their respective forms of government (e.g., craft constitutions), define citizenship, pass and enforce laws through their own police forces and courts, collect taxes, regulate the domestic affairs of their citizens, and regulate property use (e.g., through zoning, permitting, environmental regulation, and the like). And like states, American Indian governments have the power to determine whether they will engage in gaming operations.

American Indian governments’ rights to gaming have their roots in the U.S. Constitution. The Commerce Clause of the Constitution provides that: “The Congress shall have Power... To regulate Commerce with foreign Nations, and among the several States, and with the Indian Tribes.” Accordingly, when

¹ In addition, there are more than 200 federally-recognized Alaska Native Villages.

the State of California tried to block the government of the Cabazon Band of Mission Indians from operating a gaming enterprise in the mid-1980s, the U.S. Supreme Court upheld Cabazon's rights to determine for itself if and how it would operate gaming enterprises. The Court recognized California and Cabazon as separate sovereigns – just as California and, say, Nevada (which, like Cabazon, shares its border with California) are recognized as separate sovereigns when it comes to Nevada's right to allow gaming.

With tribes' rights of gaming thus affirmed, Congress passed the Indian Gaming Regulatory Act of 1988 (IGRA). This Act circumscribes the rights recognized by the Supreme Court in *Cabazon*. Under IGRA, all gambling activities on the reservations are subject to each tribe's own gaming laws, ordinances, and commissions. Class II gambling (e.g., bingo and related games) and Class III gambling (including, e.g., slot machines and casino games) are both subject to the oversight of the federal National Indian Gaming Commission. And Class III gambling may be subject to state regulation and oversight depending on how these are specified and negotiated in intergovernmental tribal-state compacts.

Paralleling the decisions of many states to operate state lottery businesses in order to help fund state governmental activities, approximately 200 tribal governments are currently engaged in Class II (e.g., bingo) or Class III (e.g., full-scale casinos) gaming. As required by IGRA, revenues from tribal governmental gaming must be directed towards: funding tribal government operations and programs; providing for the general welfare of tribal citizens; promoting economic development; supporting charitable organizations; and funding operations for local, non-tribal government agencies.

Mirroring the decisions of state governments to create and join various associations of state lotteries, 147 tribal governments currently constitute the voting membership of the National Indian Gaming Association (NIGA). Both the Indian and state gaming associations are created pursuant to the respective governments' obligations to serve their citizens'

interests, and both types of associations fund research into the impacts of their governmental gaming programs.

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The impacts of lottery and charitable gambling in three Minnesota communities.

Aasved, M.J. (1994). Center for Addiction, University of Minnesota.

Method: Data Analysis

Region: MN

Regression: No

Coverage: Economic/
Social Impact

Gaming: Lottery,
Charitable Gambling

Subjects: Problem Gambling, Profitability, Charitable Gambling, Lottery

Issues: Local impacts of state lottery and charitable gambling in Minnesota.

Summary: Three separate studies undertaken in three geographically and economically distinct regions of Minnesota to assess the effects of the Minnesota State lottery and charitable gambling at the community level. Each study describes the communities, the numbers of gambling sites, and the types of businesses and organizations involved in gambling. Annual amounts of money won and lost, profit margins for charitable and lottery gambling, and the resulting economic and social impacts are discussed.

Casino gambling and white collar crime: An examination of the empirical evidence.

Albanese, J.S. (1999). Virginia Commonwealth University.

Method: Data Analysis

Region: n/a

Regression: No

Coverage: Crime

Gaming: Casino (Indian and Non-Indian)

Subjects: Crime

Issues: Player demographics; motivations for white-collar crime.

Summary: Examines the link between gambling and crime, focusing primarily on white-collar crime. To do this, the author looks at data on embezzlement, forgery, and fraud before and after the introduction of casino gambling in 9 of the largest casino markets. These data are compared to trends in two comparable non-gaming areas and to national data. Relevant articles in *USA Today* over a ten-year period are examined for content. The motivations offered by individuals arrested for embezzlement are studied in order to determine gambling's role. The results of this analysis do not confirm a link between gambling and white-collar crime. Rather, the author finds that the motivation behind white-collar crime is often related to the way in which the perpetrator views his/her personal financial problems. The two categories of financial problems identified are "shareable" and "a threat to the stability of one's family." The author finds that attempted solutions are more likely to be criminal in nature if problems are perceived as falling into the latter category.

Indian gaming: Financial and regulatory issues.

Anders, G.C. (March 1998). *The Annals of the American Academy of Political and Social Science*, 556, 98-108.

Method: Literature Review

Region: n/a

Regression: No

Coverage: Economic/
Social Impact

Gaming: Indian

Subjects: Crime, Problem Gambling, Welfare Dependency, Unemployment, Profitability, State Taxes

Issues: The policy history of Indian Gaming.

Summary: This article reviews the policy history of Indian gaming and its regulation as set out in the Indian Gaming Regulatory Act (IGRA). It examines the uses of gaming revenue and discusses positive and negative impacts, citing other studies. The author makes reference to the impact of gaming on tribes' "cultural integrity," referring to enrollment disputes that have occurred. The author also addresses state-tribal disputes over tribal sovereignty, particularly the compacting process.

***Economic impacts of casino gaming in the United States:
Volume 1, macro study.***

Arthur Andersen. (December 1996).

Method: Data Analysis

Region: U.S.

Regression: No

Coverage: Economic/
Social Impact

Gaming: Commercial

Subjects: Economic Development, Profitability, State Taxes

Issues: Direct and indirect economic impacts of casino gambling.

Summary: The first volume of Arthur Andersen's two-volume study of the economic impacts of casino gambling examines the gambling industry nationally, looking at employment, tax revenue, and growth. The authors use data from industry and public sources, as well as internal Arthur Anderson data analyses. The study's central argument is that the growth of gaming revenue is linked to market demand. The impact of gaming is assessed across multiple dimensions, including capital expenditures, job/wage creation (direct and indirect), substitution from other businesses, economic growth, recreation spending, vendor outlays, and tax revenues.

***Economic impacts of casino gaming in the United States:
Volume 2, micro study.***

Arthur Andersen. (December 1996).

Method: Data Analysis

Region: U.S.

Regression: No

Coverage: Economic/
Social Impact

Gaming: Commercial

Subjects: Unemployment, Welfare Dependency, State Taxes

Issues: Direct and indirect economic impacts of casino gambling on Shreveport/Bossier City, Louisiana, Biloxi/Gulfport, Mississippi, and Joliet, Illinois.

Summary: The second volume of a two-volume study on the economic impacts of casino gambling commissioned by the American Gaming Association. This study looks specifically at three regions: Shreveport/Bossier City, Louisiana; Biloxi/Gulfport, Mississippi; and Joliet, Illinois. For each region, the authors examine the employment created by the gaming industry, as well as the tax revenue generated, and the impacts of the industry on construction, both commercial and residential. Other indicators examined include retail performance and welfare dependency. The scope and history of gaming in each region is also addressed. The authors used data from state sources as well as from the facilities themselves.

The impact of the expansion of gaming on the tourism, entertainment and leisure industries.

Australian Institute for Gambling Research, School of Leisure, Sport and Tourism, Dept of Hospitality, Tourism and Leisure. (2000).

Method: Survey, Data

Review

Region: International

Regression: No

Coverage: Economic/

Social Impact

Gaming: All

Subjects: Profitability, State Taxes

Issues: Multi-country comparative analysis of economic and demographic characteristics of gambling industry, including stakeholder views, job creation, industry structure, destination vs. urban casinos, spending patterns, impact of electronic gaming machines (EGM's) and casinos, gambling participation, domestic and international tourism, and impact on other businesses.

Summary: A review of gambling in several nations, including the U.S., the U.K., Canada, and New Zealand. It analyzes data on four separate levels: individual/family, community, regional, and state. Case studies of particular cities, such as Sydney, are also examined. The study finds that gambling has likely influenced tourism in Victoria, but that the link is not established definitively.

Casinos in the upper Midwest: A discussion of the impacts.

Bangsund, D.A. & Leistriz, F.L. (1997). Department of Agricultural Economics: North Dakota State University.

Method: Literature Review

Region: U.S.

Regression: No

Coverage: Economic/
Social Impact

Gaming: Casino (Indian
and Non-Indian)

Subjects: Crime, Problem Gambling, Welfare Dependency, Unemployment, Profitability, Lottery, Economic Development, State Taxes

Issues: Upper midwest casino-related impacts on employee expenditures, health care, housing, charitable contributions, property values, tourism, traffic, job/wage creation, spending on gambling, and retail sales.

Summary: Primarily a review of the literature on casinos in the upper midwest. For the purposes of the study, the upper midwest includes Minnesota, South Dakota, Colorado, Wisconsin, Michigan and North Dakota. The study distinguishes between tribal and non-tribal casinos and concludes that more research needs to be done on the impacts of casino gambling.

The impact of casino gambling on personal bankruptcy filing rates.

Barron, J.M., Staten, M.E. & Wilshusen, S.M. (2002).
Contemporary Economic Policy, 20 (4), 440-455.

Method: Multivariate
Modeling

Region: US

Regression: Yes

Coverage: Bankruptcy

Gaming: Casino (Indian
and Non-Indian)

Subjects: Bankruptcy

Issues: Impacts of the expansion of casino gaming on bankruptcy rates.

Summary: This study examines the causes of the very large rise in personal bankruptcies in the US over 1994-98. Postulating that one of the possible explanations is the expansion of gaming, and particularly casino gaming, the study models the individual's choice of whether to file for bankruptcy or not. Using data on bankruptcy filing rates for more than 3000 US counties over 1993-99, the authors control for levels of consumer debt, income, number of households, unemployment, health insurance coverage, divorce and separation, population density, age of population, employment duration, exemption of wages from garnishment, and county-level adjusted gross casino gambling revenue. They find that the introduction of casino gambling increases personal bankruptcy filings, but that the rise of casino gambling does not explain much of the overall rise in personal bankruptcies during the mid-1990s.

Gambling with our future? The costs and benefits of legalized gambling.

Basham, P. & White, K. (2001). The Fraser Institute.

Method: Political
Analysis/Literature Review

Coverage: Economic/
Social Impact

Region: n/a

Gaming: All

Regression: No

Subjects: Crime, Bankruptcy, Problem Gambling, Suicide, Welfare, Dependency, Unemployment, Profitability, Lottery, State Taxes

Issues: Ethics of gambling restriction; social and economic impacts of gambling expansion.

Summary: Addresses whether adults have the right to dispose of their money in whatever way they see fit. The authors assert that paternalistic government increasingly fails to take into account the value of the enjoyment of recreational gambling for some people. The study addresses the prevalence of problem gambling, the socioeconomic impacts of gambling, and different sectors of the gambling industry, including Indian gaming and Internet gaming. Discussing the gambling industry in four countries – Canada, the U.S., the U.K., and Australia – the study asserts that the general increase in disposable income induced by the increasing prevalence of dual-income households and the tendency of families to have fewer children is causing expansion of gambling.

The effects of Native American gaming on businesses within the Wisconsin Dells area.

Boger, C.A. (1995). University of Wisconsin-Stout.

Method: Survey

Region: WI

Regression: No

Coverage: Economic/
Social Impact

Gaming: Indian

Subjects: Welfare Dependency, Unemployment, Profitability

Issues: Impact of Indian gaming on other businesses in a regional tourism market in Wisconsin.

Summary: Focuses on the impact that Indian gaming has had on businesses in a Wisconsin tourist area. The author examines non-gaming sectors such as events and attractions, outdoor recreation and parks, retail trade, and hospitality and accommodations. Data were gathered through a survey of 82% of the relevant businesses, as well as interviews with key personnel. Respondents were asked about visitor volume, labor market impacts, and support for Indian gaming. Noting both positive and negative effects on other businesses, the study finds relatively positive acceptance of Indian gaming, with only 17% of respondents opposed to it. The study concludes that the Indian gaming industry has become a legitimate sector within the larger tourist industry.

Riverboat casino accounting data.

Burckel, D.V., Cunningham, B. & Kurth, M. (1999). McNeese State University, Grambling State University.

Method: Accounting
Survey

Region: LA

Regression: No

Coverage: Economic/
Social Impact

Gaming: Commercial

Subjects: Revenues, Wages, State Taxes

Issues: Allocation of casino revenues in Louisiana.

Summary: The study was conducted in order to determine the impact of spending by commercial casinos on the state and local economies of Louisiana. A survey was sent out unsuccessfully to the State's thirteen riverboat casinos; hence, data instead were gathered from quarterly reports submitted to the Louisiana Attorney General. According to revenue figures obtained from the Attorney General, the Lake Charles/Shreveport market was dominant (68% of state-wide casino revenues) due to its proximity to the Texas border. The total gaming revenue for 1998 was approximately \$1.3 billion. 23% of that revenue was spent on payroll with 98% of that spent in Louisiana, 25% going to taxes, 19.9% to operation costs, and 23% remaining with the casinos.

Growing with Indiana: Positive impact report.

Casino Association of Indiana. (1998).

Method: Data Analysis

Region: IN

Regression: No

Coverage: Economic/
Social Impact

Gaming: Commercial

Subjects: Problem Gambling, Profitability, Economic Development, State Taxes

Issues: Impacts of commercial casinos in Indiana on tourism, charitable contributions, job/wage/benefit creation, construction impacts, local taxes.

Summary: This study was produced by the Indiana casino industry's trade association, and catalogues the economic benefits of casinos in Indiana, including tax revenues, charitable donations, and job creation. The study reports that Indiana casinos have created more than 12,300 jobs and contributed more than \$10 million to local charities and non-profits. The casino industry spurred commercial investment in the amount of \$1.3 billion. One dollar is contributed to local communities for every patron visit, and casinos are the fifth largest source of tax revenue in the state. Finally, the study observes that Indiana casinos donated \$3.4 million toward the treatment of problem gambling. The report also includes statements from local officials and residents about the casinos' contributions to Indiana communities.

Indian reservation gaming in New Mexico: An analysis of its impact on the State economy and revenue system.

Center for Applied Research (prepared for The New Mexico Indian Gaming Association). (May 1995).

Method: RIMS Modeling

Region: NM

Regression: No

Coverage: Economic/
Social Impact

Gaming: Indian

Subjects: Employment, Wages, State Taxes

Issues: State-wide jobs and income created (directly and indirectly), tourism, and impact on welfare system in New Mexico.

Summary: This study relates tribal gaming revenues to increases in tribal government expenditures as the costs of governance for tribes rise and federal funds decrease. The study estimates that 70% of the \$18.8 million in annual payroll is spent off the reservation, and thereby impacts state and local economies. Total impact on state-wide income and employment is estimated at \$31.5 million and 2,638 jobs. Indian gaming also contributes (directly and indirectly) \$5.7 million in tax revenue to the State. Assumptions about tourism and taxation data are taken from other sources. Data were gathered by direct survey of tribes.

The benefits and costs of Indian gaming in New Mexico.

Center for Applied Research (prepared for the New Mexico Indian Gaming Association). (January 22, 1996).

Method: IMPLAN
Modeling

Region: NM

Regression: No

Coverage: Economic/
Social Impact

Gaming: Indian

Subjects: Crime, Problem Gambling, Unemployment, State Taxes, Competition

Issues: Impact on the New Mexico economy, employment, tax revenues, and horse racing industry.

Summary: Focuses on economic and fiscal effects of Indian gaming in the State of New Mexico. The economic analysis shows a net gain of 11,360 jobs and \$216 million in income, along with \$11.92 million in total state tax revenue attributable to gaming. Study authors decline to take a position on the philosophical and ethical issues that they claim often cloud discussion of gaming's impacts. They do, however, address social impacts by reviewing existing research. No primary data related to social costs or benefits were collected or reviewed. Anecdotal evidence is used to discuss social benefits. An appendix addresses the impact of tribal governmental gaming on the horse racing industry, attributing the nationwide decline in the pari-mutuel industry to a number of factors, including the more user-friendly betting opportunities available through casinos or the lottery, as well as the racing industry's inability to adapt to market demands.

Indian gaming and the New Mexico economy.

Center for Applied Research (prepared for the New Mexico Indian Gaming Association). (October 30, 1996).

Method: IMPLAN
Modeling

Region: NM

Regression: No

Coverage: Economic/
Social Impact

Gaming: Indian

Subjects: Profitability, State Taxes

Issues: In-state and out-of-state gaming tourist expenditures, and tribal expenditures in New Mexico.

Summary: Using 1996 data, this study finds that Indian gaming is a key component of New Mexico's tourism and entertainment sectors. Indian gaming had, at that time, produced 15,013 jobs (directly and indirectly), \$250 million in personal income, and \$24.8 million in State tax revenue. Using survey data to determine approximate resident spending at New Mexico's casinos, the study attributes the remainder of casino revenues to non-resident or visitor spending, amounting to new money in New Mexico's economy. Out of \$262.3 million (casino net win), \$195.4 million is found to be due to resident spending and \$66.9 million to tourist spending. Using data from tribes, the study shows revenue allocation patterns, dividing them into three categories: 1) capital improvements on reservations unrelated to gaming; 2) debt payments; and 3) tribal savings and investment programs.

Impact of casinos on crime: The case of Biloxi, Mississippi.

Chang, S. (1996). *Journal of Criminal Justice*, 24 (5), 431-436.

Method: Regression

Region: MS

Regression: Yes

Coverage: Crime

Gaming: Casino (Indian and Non-Indian)

Subjects: Crime

Issues: Impacts of casino introduction in Biloxi, Mississippi; literature review.

Summary: In this study of the link between casinos and increased crime, the author focuses on Biloxi, Mississippi. Data were provided by the Biloxi Police Department. Adjusting the population rates for average daily visitor populations for the period from 1986-1994, the study finds that casinos have not caused an overall increase in crime. Rather, Biloxi experienced a sharp decrease in the first year of operation that was followed by a return to pre-casino levels. The author also provides a review of previous research on gambling and crime.

Gaming moves American Indian tribes toward self-sufficiency.
Chirunga, J. & Grossman, H.C. (December 13, 2000). Standard & Poors.

Method: Financial Risk
Analysis

Region: n/a

Regression: No

Coverage: Economic/
Social Impact

Gaming: Indian

Subjects: Unemployment, Economic Development

Issues: Bond ratings and issuance for tribal casinos.

Summary: This study from Standard & Poor's Ratings Direct Report gives a legal overview of Indian gaming, focusing on state-level information for California and Oregon. The purpose of the report is to examine bond issuances and bond ratings by tribal governments. It estimates that several more years of successful operation will be needed to improve ratings of tribally-issued bonds.

A report on America's casino gaming industry.

Cohn & Wolfe. (prepared for American Gaming Association).
(February 1999).

Method: Testimony/
Literature Review

Region: U.S.

Regression: No

Coverage: Economic/
Social Impact

Gaming: Casino (Indian
and Non-Indian)

Subjects: Crime, Bankruptcy, Problem Gambling, Suicide, Welfare Dependency, Unemployment, Profitability, Economic Development, State Taxes

Issues: Overview of gaming policies, regulation and impacts.

Summary: Commissioned as a briefing guide by the American Gaming Association, this report is a review of testimony from NGISC hearings, previously published studies, and annual reports issued by state commissions. It includes overviews of the social and economic impacts of the gaming industry, regulation, disordered gambling, and responsible gaming. Specific areas addressed include revenue and tax information at the national and state level, a state-by-state overview of licensing requirements, gambling's impact on unemployment and welfare rolls, and guidelines for responsible gaming programs.

The social costs and benefits of gambling: An introduction to the economic issues.

Collins, D. & Lapsley, H. (2003). *Journal of Gambling Studies*, 19 (2), 185-213.

Method: Review/Overview

Coverage: Social Impacts

Region: n/a

Gaming: All

Regression: No

Subjects: Problem Gambling, Crime, Bankruptcy

Issues: Theory of gambling's social benefits and costs.

Summary: This study surveys theoretical issues associated with the social impacts of gambling and addresses the range of economic issues that must be considered in any study of social costs. The study notes that these include: 1) differentiating between private and social costs and benefits; 2) the difficulties in quantifying social costs; and 3) establishing causality. The similarities and differences between the analysis of gambling and the analysis of alcohol use are considered. Particular attention is given to whether the customer knowingly incurs a cost to himself on the theory that if a customer incurs a cost unknowingly, it is not just a cost to that individual but to society as well.

Gaming industry employee impact survey.

Coopers & Lybrand L.L.P. (prepared for the American Gaming Association). (October 1997).

Method: Survey

Region: U.S.

Regression: No

Coverage: Employment

Gaming: Commercial

(Indian and Non-Indian)

Subjects: Welfare Dependency, Employment

Issues: Examination of employee education, access to health care, job creation, industry growth, employee purchases, and employee contributions to charities.

Summary: Commissioned by the American Gaming Association (AGA), the study reports information gathered on the different types of employment available in the gambling industry, job stability in gambling employment, and use by employees of gambling employment to get off public assistance. Other issues addressed include access to benefits and the development of new job skills. Findings are displayed both as total percentages and broken down by state. Surveys were distributed in both English and Spanish to approximately 54% of the total employment base of the commercial gaming industry; approximately 25,000 surveys were returned.

Economic and fiscal impact analysis of slot machine removal or re-deployment in retail establishments in Las Vegas, Nevada.

Coopers & Lybrand L.L.P. (1998).

Method: IMPLAN
Modeling

Region: NV

Regression: No

Coverage: Economic/
Social Impact

Gaming: Commercial,
Slot Machine

Subjects: Profitability, Economic Development, State Taxes

Issues: Impacts of removing retail slot machines, including effects of removal or re-deployment on vendor outlays, employee behavior, slot operator spending, local taxes, and demand.

Summary: The focus of this study is Las Vegas and the surrounding Clark County. It finds that removing slot machines from retail outlets would have a significant negative impact on local taxes, employment, and incomes. The study finds that employees—most of whom are female and over age 50—would be unlikely to seek replacement employment in a casino due to transportation and other physical limitations, should the retail slot machines be removed. In addition, the study predicts that the prices of retail goods would rise to replace lost revenue.

An analysis of the economic impacts of Indian gaming in the State of Arizona.

Cornell, S. & Taylor, J. (prepared for the Arizona Indian Gaming Association). (June 2001).

Method: IMPLAN
Modeling

Region: AZ

Regression: No

Coverage: Economic/
Social Impact

Gaming: Indian

Subjects: Unemployment, State Taxes

Issues: In-state expenditures on goods and services; total jobs created, with employment broken down by Indian/non-Indian and casino/ regulatory.

Summary: This study examines the impact of spending by Arizona's Indian casinos on the economy of the State. Data were gathered directly from 13 of Arizona's gaming tribes by the Arizona Indian Gaming Association. The study does not attempt to measure social costs or benefits, but rather measures the economic impact of casino spending on Arizona's economy.

Update on impacts of tribal economic development projects in San Diego County.

County of San Diego Board of Supervisors. (2002).

Method: Infrastructure
Demand Analysis

Region: CA

Regression: No

Coverage: Economic/
Social Impact, Other

Gaming: Indian

Subjects: Welfare Dependency, Unemployment, Profitability, Economic Development, State Taxes

Issues: Impacts of Indian gaming on traffic infrastructure; analysis of tribal cost sharing for road improvement and environmental impacts; assessment of the uses of gaming proceeds by tribe, including education, infrastructure, employment, local vendor outlays, charitable contributions, and funds for non-gaming tribes.

Summary: The focus of the study is the impacts of Indian gaming on San Diego County. The County's study includes a brief history of each of the eighteen tribes in the county. Each history outlines the tribe's land base, population, structures of governance, gaming regulation, government services, and economic enterprises. The study finds that certain road segments near Indian casinos now need improvement because of increased traffic. The report gives policy recommendations for future relations between tribes and the county, particularly for resolving infrastructure issues. The study also reviews the general provisions of the California compact. This study is an update of a similar report completed in 2000.

The economic and social implications of Indian gaming: The case of Minnesota.

Cozzetto, D.A. (1995). American Indian Culture and Research Journal. 19 (1), 119-131.

Method: Literature Review

Region: MN

Regression: No

Coverage: Economic/

Social Impact

Gaming: Indian

Subjects: Problem Gambling, Welfare Dependency, Profitability, Economic Development

Issues: Review of literature on gaming-related education/training opportunities, competition, management contracts, investment of revenue, and job creation (direct and indirect) in Minnesota.

Summary: This short literature review examines general concepts rather than detailed data, although some examples are given. The author recommends that more money be allocated towards problem gambling research and treatment. The study also discusses the implications of video lottery terminals as competition for Indian casinos should the former be legalized in Minnesota.

Riverboat gambling and crime in Illinois: Preliminary report on riverboat gambling in Joliet: Impact on criminal activity and law enforcement workloads.

Criminal Justice Information Authority. (1994).

Method: Statistical and Qualitative Analysis

Region: IL

Regression: Yes

Coverage: Crime

Gaming: Casino (Indian and Non-Indian)

Subjects: Crime, Unemployment, Profitability

Issues: Trends in crime before and after casino openings; qualitative assessments of law enforcement officials; impacts on local government revenue, employment, and wages.

Summary: This study of riverboats in four Illinois communities, focusing specifically on Joliet, finds that riverboats do not appear to have any impact on criminal activity, in part because Illinois casinos allow gambling to take place in highly controlled and secure settings. Data for the study were obtained from the Police Information Management System (PIMS), specifically the Illinois Uniform Crime Report and calls-for-service data from October 1998 to August 1993. Police officials from Joliet, Aurora, East Peoria, and East Dubuque were also interviewed. This anecdotal information corroborated the quantitative findings.

Casino gaming and State lotteries: A fiscal impact analysis.

Dense, J., Hodgson, E. & Barrow, C.W. (April 1999). Center For Policy Analysis, University of Massachusetts, Dartmouth.

Method: ARIMA

Region: n/a

Regression: Yes

Coverage: Economic/
Social Impact, Other

Gaming: Casino (Indian
and Non-Indian)

Subjects: Profitability, Lottery, State Taxes

Issues: Impact of Massachusetts resident spending at Connecticut casinos on Massachusetts lottery sales.

Summary: The report analyzes casinos and lottery states to estimate the impact of introducing casinos in Massachusetts on lottery collections in that state. The authors find that casino introductions are associated with increases in total state gambling revenue collections. The study also finds that casinos in Connecticut have had no negative impact on Massachusetts lottery sales. The authors observe that substitution between lottery games is greater than substitution between lotteries and casinos. As a result, the study finds that the legalization of casinos in Massachusetts is unlikely to decrease State revenue.

Gambling in California.

Dunstan, R. (January 1997). California Research Bureau.

Method: Review/Overview

Region: CA

Regression: No

Coverage: Economic/
Social Impact

Gaming: All

Subjects: Crime, Problem Gambling, Profitability, Lottery, State Taxes

Issues: Research options; analysis of growth broken out by industry in California.

Summary: This study examines gambling from a number of different perspectives, beginning with a broad look at gambling policy and the history of gambling in the United States. It then divides the industry by sector, examining lotteries, Indian gaming, and gambling in California. The study also considers gambling from a behavioral and political point of view before examining the impacts of gambling. The operative premise of this study is that gambling, whether legalized or not, is an inevitable part of American society. The study takes a critical look at the research on gambling and, in particular, problem gambling, focusing on the various methodologies used to assess the economic impact of gaming and the link between gambling and crime. The study is an analysis of issues and does not rely on any primary data.

The legalization of casinos: Policy objectives, regulatory alternatives and cost/benefit considerations.

Eadington, W.R. (1995). Institute for the Study of Gambling and Commercial Gaming.

Method: Review/Overview

Region: U.S.

Regression: No

Coverage: Economic/
Social Impacts

Gaming: All

Subjects: Crime, Problem Gambling, Profitability

Issues: Application of gaming revenue; effect of spending displacement; changing public opinion; effects of industry growth.

Summary: The purpose of this paper is to assess how well the legalization of gambling has fulfilled its ostensible objectives. The author gives a detailed historical overview of the gambling industry in the U.S. over the past two decades, including its motivating arguments and the arguments of the opposition. His primary recommendation is increased impartial research in the field, including systematic cost-benefit analysis.

Contributions of casino-style gambling to local economies.

Eadington, W.R. (March 1998). *The Annals of the American Academy of Political and Social Science.*

Method: Review/Overview

Region: U.S.

Regression: No

Coverage: Politics of
Gaming

Gaming: All

Subjects: Crime, Problem Gambling, Profitability

Issues: Political economy of gaming and gaming policy; economic impacts on local communities.

Summary: Discusses the ways in which the increased legalization of gambling has been justified by policy makers, and asserts that gambling's value as an entertainment option is often overlooked. The author finds that popular perception and public discussion treat gambling as a vice, leading it to be treated differently in policy discussions than other entertainment. The author examines the objection to gaming as "foolish" behavior and the concomitant question of whether people should be protected from their potentially "foolish" actions. While often asked in the context of gambling debates, this question occurs in the context of a larger debate about governmental interference and individual freedom. The study also compares and contrasts the economic impacts of destination casinos, urban casinos, and widely dispersed gaming devices.

Measuring costs from permitted gaming: Concepts and categories in evaluating gambling's consequences.

Eadington, W.R. (2003). *Journal of Gambling Studies*, 19 (2), 185-213.

Method: Review/Overview

Coverage: Social Costs

Region: n/a

Gaming: All

Regression: No

Subjects: Problem Gambling

Issues: Methods and challenges of social welfare analysis of gaming.

Summary: This is not an empirical study, but a theoretical review of research methodologies used in the assessment of the social welfare effects of commercial gambling. The report's stated goal is to provide a framework for future research. One of the major issues in gambling research is the difficulty of producing value-free research rather than normative analysis. Specific methodological difficulties include: 1) the quantification of social costs; 2) the determination that individual costs are in fact caused by a casino under analysis; and 3) the attribution of negative externalities to the gambling industry itself and not to something more benign (e.g., increased concentrations of people).

A study of the economic impact of the gaming industry through 2005.

The Evans Group. (September 1996).

Method: RIMS II Modeling

Region: U.S.

Regression: Yes

Coverage: Economic/
Social Impact

Gaming: All

Subjects: Crime, Problem Gambling, Unemployment, Profitability, Lottery, State Taxes

Issues: Forecasting the economic benefits of gambling.

Summary: This study attempts to predict the economic benefits of the gambling industry in the U.S. in the period between 1996 and 2005. To do this, the authors used existing data on the economic impacts of legalized gambling, and make the following macroeconomic assumptions: 1) real growth will average 3% per year; 2) the inflation rate will average 3% per year; 3) population will increase 1% per year; and 4) wage rates will rise by an average of 4% per year. The study looks specifically at predicted revenue growth, employment gains, and increased tax revenue.

The economic impact of Indian casino gaming.

Evans, M.K. (May 1999). The Evans Group.

Method: RIMS II Modeling

Region: U.S.

Regression: No

Coverage: Economic/
Social Impact

Gaming: Indian

Subjects: Welfare Dependency, Unemployment, Profitability, State and Federal Taxes

Issues: Structure of casino employment, wages, and tax generation.

Summary: Using data from a variety of sources, including state and federal governments, corporations, casino guides, and survey data from tribes, this study estimates the typical impact of Indian gaming in terms of gaming revenue, tax revenue, wages and salaries, and employment. Due to the paucity of available primary data, most of the results given in the study represent inexact estimates. The study reports that the average sampled casino employs 0.58 people per slot machine and 5.0 people per gaming table. Results are displayed in both national and state-by-state formats.

The economic impact of the Indian gaming industry in Wisconsin and potential impact of modified compact term.

Evans, M.K. & Evans, Carroll & Associates. (2002).

Method: RIMS II Modeling

Region: WI

Regression: Yes

Coverage: Economic/
Social Impact

Gaming: Indian

Subjects: Unemployment, Profitability, State Taxes

Issues: Impact of lifting restrictions on Indian gaming facilities.

Summary: Examines both the current impacts of Indian gaming in Wisconsin and what the impacts would be if restrictions in current tribal-state compacts – such as betting limits, limited hours of operation, and limitations of the variety of table games – were eliminated. The author estimates that removing these artificial (i.e., not market-imposed) limitations would approximately double the number of jobs created directly by the industry and increase income and Wisconsin sales tax revenue by \$50 million per year.

The social and economic impact of Native American casinos.

Evans, W.N. & Topoleski, J.H. (September 2002). Working Paper No. 9198, National Bureau of Economic Research.

Method: Multivariate
Modeling

Region: US

Regression: Yes

Coverage: Economic/
Social Impact

Gaming: Indian

Subjects: Reservation Population, On-Reservation Employment, Off-Reservation Employment, Crime, Poverty, Bankruptcy

Issues: Impacts of Indian casinos on reservation and surrounding communities.

Summary: Utilizing Bureau of Indian Affairs labor force reports for US reservations for 1983, 1989 and odd years in the 1990s and controlling for tribal and surrounding county economic and population characteristics, this study employs statistical analyses to examine the effects of Indian gaming on five tribal outcomes: total population, total employment, percent of adults employed, unemployment, and percent working but poor. With respect to surrounding communities, five outcomes are investigated: total employment, percent of adults employed, bankruptcy filings, crime, and mortality. It is reported that the introduction of Indian gaming has increased reservation population and employment, and reduced unemployment and poverty. Surrounding communities have experienced increases in employment and declines in mortality. On the cost side, the study finds that surrounding communities have seen increases in crime, and bankruptcy as a result of the introduction of Indian gaming.

Along the Mississippi.

Franklin, W.C. (1996). Forum for Applied Research and Public Policy.

Method: Before-and-After
Comparative Analysis

Region: MS

Regression: No

Coverage: Economic/
Social Impact

Gaming: Casino (Indian
and Non-Indian)

Subjects: Welfare Dependency, Unemployment, Profitability, Economic Development, Taxes

Issues: Effect of gaming on infrastructure, property tax collections, school funding, retail sales, property values, construction, employment, and wages.

Summary: This study finds that casino gambling has had a positive impact in Tunica County, Mississippi, and plays a significant role in addressing the area's poverty. Before 1990, hundreds of workers had been laid off when technological developments decreased the required workforce in the region's primary industry, agriculture. In 1992, the county's unemployment rate was 26%, and more than half of its residents received some form of public assistance. The opening of the county's first casino had a dramatic impact on employment in both the construction and operation phases. The study reports that since gaming was established, child support collections increased, as did retail sales, school funding, and general tax revenues. The study also notes a wave of economic development in the area, including new housing and businesses.

A logistic regression model explaining recent State casino gaming adoptions.

Furlong, E.J. (1998). *Policy Studies Journal*, 26 (3), 371-383.

Method: Multivariate Modeling

Region: U.S.

Regression: Yes

Coverage: Political Economy

Gaming: Casino (Indian and Non-Indian), Lottery

Subjects: Lottery, Economic Development, State Taxes

Issues: The role of perceived state fiscal crises in the legalization of gambling.

Summary: Examines political and fiscal rationale for the legalization of gambling, using a logistic regression model to determine whether the commonly-held belief that fiscal distress causes states to legalize gambling is true or not. He finds four factors to be statistically significant in explaining why states legalize gambling: 1) prevalent ideology; 2) per capita tax rankings; 3) longitudinal changes in state per capita taxes; and 4) longitudinal changes in state job growth. From this, the study concludes that economic distress and political feasibility are key to explaining legalization.

The economic effects of tribal gaming on rural Minnesota counties.

Gabe, T.M. (February 1994). University of Minnesota.

Method: Multivariate
Modeling

Region: MN

Regression: Yes

Coverage: Economic/
Social Impact

Gaming: Indian

Subjects: Profitability, Income

Issues: Impact of an Indian casino in Minnesota on county-level per capita income and income in eating and drinking, hotel and amusement industries

Summary: A thesis by a MS candidate at the University of Minnesota, this study examines the impact of the presence of an Indian casino on per capita personal income, and income per county resident contributed by workers in industries complementary to casinos. The study attempts to test the hypothesis that Indian casinos have positive impacts on per capita personal income. It also tests whether Indian casinos have positive impacts on the earnings of workers in complementary sectors. The multivariate economic model developed to test for these effects controls for the size of casino. The author concludes that income per county resident earned by workers in the eating and drinking, hotel, and amusement industries was affected positively by the casino. However, there was no evidence that the casino resulted in a positive impact on county-wide personal per capita income. The preponderance of the data used is secondary data from state and federal sources. Casino data were obtained from publications by the Minnesota Office of Strategic and Long Range Planning, and verified through interviews with casino representatives.

Money laundering: Rapid growth of casinos makes them vulnerable.

GAO. (January 1996). U.S. Government Accounting Office.

Method: Review/Overview

Region: U.S.

Regression: No

Coverage: Crime

Gaming: Casino (Indian and Non-Indian)

Subjects: Crime, Regulation

Issues: Enforcement of and compliance with casino regulation.

Summary: Examines the rapid expansion of legalized gambling facilities in recent years, and the amount wagered at these facilities. The study finds that the large amounts of currency handled at casinos makes them vulnerable to money laundering. The report outlines the regulations governing currency transactions for various sectors of the industry. The regulations reviewed include those applicable in: 1) Nevada, which has its own regulatory system; 2) states where state-regulation mirroring the federal 1970 Bank Secrecy Act (BSA) is applied; and 3) tribal jurisdictions, which are exempt from the BSA, but which are required to report certain currency transactions according to the Internal Revenue Code (IRC). The report notes prior history of money laundering associated with casinos as one reason for concern. It also reviews recent changes in legislation and examines the extent to which casino compliance has been enforced in the various jurisdictions.

Impact of gambling: Economic effects more measurable than social effects.

GAO. (April 2000). U.S. Government Accounting Office.

Method: Case Study

Region: Atlantic City, NJ

Regression: No

Coverage: Economic/

Social Impact

Gaming: All

Subjects: Crime, Bankruptcy, Problem Gambling, Suicide, Welfare Dependency, Unemployment, State Taxes

Issues: Tourism; community contributions; domestic violence; child neglect/abuse; incentives to attract gambling establishments in Atlantic City, NJ.

Summary: Focuses specifically on Atlantic City and the surrounding area in order to bring to light issues addressed in the NGISC report in a local, case-study setting. The research study examines the economic effects of gambling, including bankruptcy, tax revenues, employment, and city investment. It also assesses the social effects of gambling, including the prevalence of pathological gambling, and community inducements used to attract casinos. To investigate these effects, the study employs data gathered from site visits in Atlantic City and Trenton, as well as economic and social data from federal, state, county, and city agencies. During interviews, researchers used a survey instrument with both general questions and questions tailored to the particular interviewee's area of expertise. The GAO finds that the social effects of gambling are substantially more difficult to measure than the economic effects, as data on the former are more limited in quantity and quality, and as it is difficult to isolate clear cause-and-effect relationships between gambling and social consequences. The GAO reports that conclusive evidence linking social problems to gambling in Atlantic City has not been established.

Convenience gambling: Information on economic and social effects in selected locations.

GAO. (October 2000).

Method: Case Studies,
Interviews, Data Review

Region: n/a

Regression: No

Coverage: Economic/
Social Impact

Gaming: Convenience
Gambling

Subjects: Bankruptcy, Problem Gambling, Suicide, Welfare Dependency, Unemployment, State Taxes

Issues: Impacts of convenience gambling on employment, tax revenue, and social conditions.

Summary: One of three studies on gambling commissioned by Congressman Frank Wolf after the National Gambling Impact Study Commission completed its work. The report focuses on the economic effects of convenience gambling, particularly on employment, tax revenues, community investment, bankruptcy, and the social effects of convenience gambling (including its effect on the prevalence of problem gambling). Three different jurisdictions (Charleston, South Carolina; Great Falls, Montana; and Salem, Oregon) were selected. However, much of the data are compiled on a statewide level. Authors interviewed city, county, and state officials involved in economic, social, regulatory, and law enforcement, as well as individuals representing the restaurant and convenience gambling industries and nonprofit social organizations. Economic and social data from local, state, and federal agencies are also employed. The study finds that although convenience gambling did create some jobs and tax revenue, it had no impact on the unemployment rate in any of the three communities studied. Other social effects are not measured, and conclusive evidence of social problems is not documented.

Casino gambling in America and its economic impacts.

Garrett, T.A. (August 2003). Federal Reserve Bank of St. Louis.

Method: Regression

Region: U.S., Midwest

Counties and Cities

Regression: Yes

Coverage: Economic/
Social Impact

Gaming: Casino (Indian
and Non-Indian)

Subjects: Growth, Employment, Income, State Taxes, Retail Sales

Issues: Impacts of the presence of casino gaming on local economies.

Summary: This study examines the growth and impacts of casino gaming in the U.S., with particular emphasis on cities and counties in the Federal Reserve System's Eighth District. After documenting the growth of casino gaming over the 1990s and early 2000s, the author estimates the impacts of casino gaming on employment and income across a sample of six counties in Mississippi, Indiana, Missouri, and Iowa. It is reported that three out of four of the rural counties experienced increased employment and income as a direct result of the introduction of casinos. Such effects are harder to detect in the two larger-population urban counties, since casino gambling constitutes a small portion of the counties' economies.

Casino gambling and crime: A panel study of Wisconsin counties.

Gazel, R.C., Rickman, D.S. & Thompson, W.N. (2001).
Managerial and Decision Economics.

Method: Statistical
Modeling

Coverage: Crime
Gaming: Indian

Region: n/a

Regression: Yes

Subjects: Crime

Issues: Impact of casino introduction on crime.

Summary: The study uses Gary Becker's theoretical framework to examine the link between casinos and crime in Wisconsin, in a panel study of casino counties and non-casino counties. Using county-level crime data, the authors divide their results into two parts: 1) Index (i.e., violent and property) crimes and 2) Non-Index arrests. The report finds that Index crimes have increased dramatically faster in casino counties than in the rest of Wisconsin, and that this effect has spilled over into counties adjacent to casino counties. In addition, arrests for Non-Index offenses increased after the introduction of a casino. However, the spillover effect observed with violent crime did not occur with Non-Index crime.

Are casinos a windfall for state budgets?

Gold, S.D. (July 1995). State Fiscal Brief No. 30, State University of New York.

Method: Comparative

Region: n/a

Regression: No

Coverage: Fiscal Effects

Gaming: Casino (Indian and Non-Indian), Lottery, Pari-mutuel, VLT/EGM

Subjects: State Taxes

Issues: Impacts of casino introductions on state budgets.

Summary: This study examines state government revenue from different forms of gambling (lotteries, casinos, pari-mutuel, etc.) and finds that casino gaming is not a panacea for state budgets and should not be considered as such. Lotteries, for example, often contribute no more than a small percentage of the total budget. Massachusetts, the state with the highest per capita lottery revenue, only garners 5.4% of its budget from lottery revenues. Casinos can be significant contributors to state budgets, but not significant enough outside of Nevada to drastically alter state fiscal policy. The author argues that casinos are no panacea for five reasons: 1) casinos will remain a small part of the overall economy; 2) competition will divide the casino market; 3) casinos will cannibalize other revenue; 4) local and regional casinos will not be as lucrative for states as destination casinos; and 5) costs may override benefits, cutting into state revenue gains.

Understanding the economic impact of casinos in Missouri: A review of the Leven-Phares study.

Goodman, R. & Feser, E. (October 14, 1998). United States Gambling Research Institute.

Method: Review/Overview

Region: MO

Regression: No

Coverage: Economic/
Social Impact

Gaming: Casino (Indian
and Non-Indian)

Subjects: Crime, Bankruptcy, Problem Gambling, State Taxes

Issues: Empirical assessment of displacement spending.

Summary: In this review of the Leven-Phares study on Missouri casinos, the authors claim that the Leven-Phares study overestimates positive impacts of casinos by omitting costs of problem gambling and by overstating in-state spending and gambling dollar retention. This study argues that Leven and Phares have a bias towards benefits. However, the study credits Leven and Phares for being among the few to document displacement spending accurately (rather than taking the “either-or approach” used by other researchers, in which spending by casino customers is considered as either entirely substitution or entirely new to the economy).

The Impact of Casino Gambling on Bankruptcy Rates: A County Level Analysis.

Goss, E. & Morse, E. (March 2004). Creighton University.

Method: Regression

Region: U.S. Counties

Regression: Yes

Coverage: Bankruptcy

Gaming: Casino (Indian and Non-Indian)

Subjects: Bankruptcy

Issues: Impacts of the presence of casino gaming on bankruptcy rates.

Summary: This study estimates the effect of the presence of casino gaming on individual and business bankruptcy rates. Pairing counties with casinos and counties without casinos, based on demographic criteria, the study uses statistics and regression analysis to explain differences in the prevalence of inter-county bankruptcy. It is reported that counties in which casinos were introduced in the 1990s had cumulative growth rates in individual bankruptcies more than twice that of their corresponding matched counties. Business bankruptcy rates, however, were more than 35% lower for the casino counties than for the non-casino counties.

Bluff or winning hand? Riverboat gambling and regional employment and unemployment.

Grinols, E.L. (Spring 1994). *Illinois Business Review*, 51 (1), 8-11.

Method: Multivariate
Before-and-After Modeling

Region: IL

Regression: Yes

Coverage: Economic/
Social Impact

Gaming: Casino (Indian
and Non-Indian)

Subjects: Crime, Problem Gambling, Unemployment

Issues: Before-and-after comparison of employment; impact on regional income.

Summary: This study finds that gambling has created no net increase in state employment levels, and that where riverboats have had a discernible effect on unemployment, the net improvement has been relatively small.

Gambling as an economic policy: Enumerating why losses exceed gains.

Grinols, E.L. (Spring 1995). Illinois Business Review, 52 (1), 6-12.

Method: Literature Review

Region: n/a

Regression: No

Coverage: Economic/
Social Impact

Gaming: All

Subjects: Crime, Problem Gambling, Suicide, Economic Development, State Taxes

Issues: Costs of gambling, including child abuse, crime, estimated social cost per tax dollar raised by gambling, and regulation costs.

Summary: This study relies on secondary source material, including information from the "American Insurance Institute" (existence not verifiable). It estimates the costs of legalized gambling to be comparable to an annual Hurricane Andrew.

Cutting the Cards and Craps: Right Thinking about Gambling Economics.

Grinols, E.L. (December 2001). College of Business,
University of Illinois at Urbana-Champaign.

Method: Review/Overview

Region: n/a

Regression: No

Coverage: Economic/

Social Impact

Gaming: All

Subjects: Economic Development, Employment, Crime, Health Effects, State and Local Taxes, Regulatory Costs, Bankruptcy, Problem Gambling, Suicide

Issues: Appropriate framing of a social cost-benefit test re: gaming

Summary: This study presents the analytics of social cost-benefit tests, with an eye toward clearing up common misconceptions (e.g., the benefits of employment in the gaming industry, the measurement of social costs). A brief review of the history of debates regarding the social costs and benefits of the gambling industry is presented. Selected empirical studies are reviewed. Based on numerical estimates from these other studies, the author constructs a social cost-benefit table and concludes that the costs of gaming outweigh the benefits by 5.6 to 1.

Business profitability versus social profitability: Evaluating industries with externalities: The case of casinos.

Grinols, E.L. & Mustard, D.B. (2001). *Managerial and Decision Economics*, 22, 143-162.

Method: Literature Review/
Statistical Analysis

Region: n/a

Regression: Yes

Coverage: Economic/
Social Impact

Gaming: Casino (Indian
and Non-Indian)

Subjects: Crime, Bankruptcy, Problem Gambling, Suicide, Welfare Dependency, Unemployment, Profitability, State Taxes

Issues: Regulation, family costs, abused dollars, business/employment costs of problem gambling, illness associated with problem gambling, gambling prevalence, and impact on spending at other businesses.

Summary: This study asserts that the proper definition of profit for casinos ought to be revenue minus attributed decreases in the revenue of other businesses. According to the authors, social costs of gambling are generally measured in two ways: 1) through the study of problem gamblers (which neglects impacts of normal gamblers), and 2) through statistical analyses of particular phenomena. The second method, according to the authors, is more inclusive. The authors divide cost into nine groups: crime, business and employment costs, bankruptcy, suicide, illness, social service costs, government regulatory costs, family costs, and abused dollar costs. The authors conclude that the tax rate for casinos should be 96% to reflect social costs.

Development of dreamfield delusions? Assessing casino gambling's costs and benefits.

Grinols, E.L. & Omorov, J.D. (1996). *The Journal of Law and Commerce*, 16 (1), 54-55.

Method: Multivariate Modeling

Region: U.S.

Regression: Yes

Coverage: Economic/
Social Impact

Gaming: Casino (Indian and Non-Indian)

Subjects: Crime, Problem Gambling, Suicide, Unemployment, State Taxes

Issues: Quantification of social and regulatory costs of casino gaming in Nevada.

Summary: Representing gambling as a "directly unproductive profit-seeking (DUP) activity," the study seeks to quantify the social costs of gambling. To demonstrate that gambling causes social costs, the authors use findings on violent crime, suicide, and child abuse in Nevada. No citations to key statistics are provided; estimates are extrapolated from other researchers. In the final component of the study, the authors project what social costs would be if every American household had a casino within 35 miles.

Profile of the American casino gambler.

Harrah's Entertainment, Inc. (2002).

Method: Survey

Region: U.S.

Regression: No

Coverage: Demographic
and Other Individual
Characteristics

Gaming: Casino (Indian
and Non-Indian)

Subjects: Gambler Profiles

Issues: Demographics, leisure habits, and financial practices/activities of casino gamblers vs. non-gamblers.

Summary: This Harrah's report uses survey data to compare casino gamblers and non-gamblers on a range of variables: retirement savings, financial practices, leisure preferences, music choice, religious beliefs, family values, causes of stress, civic participation, age, location, education, and income. Gamblers are defined as those having gambled at a casino in the prior twelve months. The study finds, for example, that casino gamblers are more likely (46% vs. 41%) to hold white-collar jobs and have a higher education level than non-gamblers.

The impact of the Resorts International Casino-Hotel on the Atlantic City economy.

Hayes, F.O. (1979). Frederick O'R Hayes Associates.

Method: Data Analysis

Region: NJ

Regression: No

Coverage: Economic/
Social Impact

Gaming: Commercial,
Casino (Indian and Non-
Indian)

Subjects: Unemployment, Economic Development, State Taxes

Issues: Impact of the Resorts International hotel/casino in Atlantic City, New Jersey.

Summary: This 1979 study examines the regional economic impact of the Resorts International hotel/casino after only eight months of casino operation in Atlantic City, New Jersey. The study also projects what the future impacts of expanded gambling will be and finds that the Resorts International hotel/casino has a significant, positive impact on the Atlantic City economy. Data provided include employment in the hotel/casino and construction sectors, associated wages and per capita income, tourism spending, and state government taxes.

Gambling in Canada: Some insights for cost-benefit analysis.

Henriksson, L.E. (2001). *Managerial and Decision Economics*, 22, 1-3.

Method: Literature Review

Region: Canada

Regression: No

Coverage: Economic/

Social Impact

Gaming: All

Subjects: Crime, Problem Gambling, Profitability, Lottery, State Taxes

Issues: Impact of differences between Canadian and U.S. gaming industry and regulation.

Summary: Focuses specifically on the discrete aspects of the Canadian gambling industry and how best to measure its impacts. Unlike those in the U.S., gambling winnings are tax-exempt in Canada and much of the gambling in Canada, including casinos, electronic slots, and other games, is managed by provincial governments. The author recommends refining cost-benefit models to include multidisciplinary approaches to impact analysis.

Effects of the Indian-owned casinos on self-generating economic development in non-urban areas of Minnesota.

Hoенack, S.A., Rens, G. & Stephen A. Hoенack and Associates.
(May 9, 1995).

Method: Multivariate
Modeling

Region: MN

Regression: Yes

Coverage: Economic/
Social Impact

Gaming: Indian

Subjects: Economic Development, State Taxes

Issues: Economic development in Minnesota communities near Indian gaming facilities.

Summary: This study measures the impact of Minnesota's Indian casinos on economic development in surrounding communities by examining the number of new businesses that can be specifically attributed to the existence of a casino. Data on all 904 Minnesota communities with fewer than 10,000 residents are examined. The study finds that the communities nearest to Indian casinos experienced greater growth and, in some cases, reversed losses in new businesses development. The authors critique the use of new spending at a casino as a measure of economic development, stating that this use can overstate the casino's actual impact, and fails to control for variables other than the casino that might impact spending in a community. The data used were obtained from the U.S. Census and various Minnesota state agencies.

Wagering in Illinois.

Illinois Economic and Fiscal Commission. (1998).

Method: Review/Overview

Coverage: Other

Region: IL

Gaming: All

Regression: No

Subjects: Profitability, Lottery, State Taxes

Issues: Revenue declines under intra- and interstate competition.

Summary: This report focuses on riverboats, lotteries, and horse racing to estimate a saturation point for the gambling market, and to determine whether Illinois has reached that point. The authors conclude that Illinois is at or near its saturation point and that competition from within the state and from bordering states has taken a toll on revenues.

The social, fiscal and economic impacts of legalized gambling in Indiana.

Indiana Gambling Impact Study Commission. (1999).

Method: Survey,
Multivariate Modeling,
Project Analysis

Region: IN

Regression: Yes

Coverage: Economic/
Social Impact, Problem
Gambling

Gaming: Convenience
Gambling

Subjects: Crime, Bankruptcy, Problem Gambling, Suicide, Welfare Dependency, Unemployment, Profitability, Lottery, State Taxes

Issues: Treatment of problem gamblers; effects of the gaming industry on charitable giving, local taxes, charitable gaming, tourism, debt levels, divorce, youth gambling, employment and wages; regulation and public opinion.

Summary: This report by the IGISC assesses the social, economic, and fiscal impacts of gambling with focused reports on: spending, pathological gambling, bankruptcy, underage gambling, fiscal effects, competition with charitable gaming, local economic effects, state revenues and expenditures, and pathological gambling treatment. The report finds that gambling and bankruptcy are not linked, that youth gambling is usually associated with males 18-20, and that riverboats have no negative impact on total charitable gambling expenditures but do redistribute those dollars. The study finds that riverboats had a positive impact on local unemployment rates, and it recommends more funding for the prevention and treatment of problem gambling.

U.S. National Security and the strategic economic base: The business/economic impacts of the legalization of gambling activities.

Kindt, J. (1995). Saint Louis University Law Journal, 39 (2), 567-584.

Method: Review/Overview

Region: U.S.

Regression: No

Coverage: Economic

Impact

Gaming: All

Subjects: Crime, Bankruptcy, Problem Gambling, Profitability

Issues: Industry growth and spending increases as a percentage of national income; impacts on quality of life, job loss and creation, substitution/cannibalization, and insurance fraud; policy recommendations.

Summary: In this report, the author argues that gambling represents a threat to national security and the economic base of industrialized economies because the industry has substantial net negative impacts on the economy and it is growing rapidly.

U.S. and International concerns over the socio-economic costs of legalized gambling: Greater than the illegal drug problem?

Kindt, J.W. (May 21, 1998). Statement to the NGISC.

Method: Data/Issue Review

Region: International

Regression: No

Coverage: Economic/

Social Impact

Gaming: All

Subjects: Crime, Bankruptcy, Problem Gambling, Suicide

Issues: International impacts of social consequences of gambling, including targeting of problem gamblers by gambling industry, incarceration costs, adolescent and military problem gambling; case study of re-criminalization of gambling in Turkey.

Summary: Compares the social costs of gambling to the social costs incurred by the illegal drug trade. The author concludes that legalized gambling threatens to destabilize the world economy, asserting the social costs of gambling are substantive enough to effect the economy of the world. Using Turkey as a case in point, the study finds that Turkey legalized casinos in 1993, but re-criminalized them in 1998 upon associating casinos with increased prevalence of addictions, bankruptcies, crime, and corruption.

The impact of socio-economic factors on gambling expenditure.

Layton, A. & Worthington, A. (1999). *International Journal of Social Economics*, , 26 (1), 430-440.

Method: Multivariate Modeling

Region: n/a

Regression: Yes

Coverage: Attributes of Gamblers

Gaming: All

Subjects: Problem Gambling, Gambler Profiles

Issues: Factors that predict gambling participation.

Summary: The study uses econometric methods to examine the impact of socioeconomic variables on personal gambling expenditure. Variables assessed include gender, age, ethnicity, and occupation. The study finds that socioeconomic factors are a significant influence on the probability of a household engaging in gambling, and that further study of these influences has implications for establishing programs to mitigate problem gambling.

Casino gaming in Missouri: The spending displacement effect and net economic impact.

Leven, C., Phares, D. (November 1997). Proceedings - 90th Annual Conference on Taxation, National Tax Association.

Method: IMPLAN
Multiplier Analysis

Region: MO

Regression: Yes

Coverage: Economic/
Social Impact

Gaming: Casino (Indian
and Non-Indian)

Subjects: Problem Gambling, Profitability, State Taxes

Issues: Demographics of gamblers; in-state vendor outlays; reduced gambler spending outside state; impacts on: federal taxes, tourist spending, savings, substitution from other consumption, job creation, and construction.

Summary: The authors ask the following questions: Will families locate near casinos? Will businesses? Are there thresholds where more casinos have significant influence? The study estimates an effective multiplier for casino gaming (0.92). The data studied in this particular report are specific to Missouri, but the authors argue that the multiplier is valid for casino gaming in any state.

The economic impact of gaming in Missouri.

Leven, C., Phares, D. & Louishomme, C. (prepared for Civic Progress). (April 1998).

Method: IMPLAN
Modeling

Region: MO

Regression: No

Coverage: Economic/
Social Impact

Gaming: Commercial

Subjects: Problem Gambling, Unemployment, Profitability, State Taxes

Issues: Impact of commercial (riverboat) gambling on local taxes, gambling participation, vendor outlays, payments to local governments, construction, retention of gaming spending, tourism/tourist spending, job/wage creation (direct and indirect), and personal income in Missouri.

Summary: This study attempts to track the monies flowing into and out of gaming facilities in Missouri in order to assess their distributions across the State economy. The authors gathered data directly from all seven commercial facilities operating in 1996, and from local, state, and federal sources. In addition, a phone survey was conducted of over 800 Missouri casino patrons whose names were drawn from a file of some 600,000 state residents who have visited the casinos. The final report includes a history of recent Missouri gambling policy, the growth of riverboat gambling in Missouri since its legalization, a profile of Missouri gamblers and their behavior, and an economic analysis that finds that riverboat gambling has been a significant contributor to the state's economy. The authors estimate that river boat casinos have created approximately 18,000 new jobs, \$500 million in additional annual personal income, and \$750 million in additional annual economic output.

The impact of three land based Indian casinos in Louisiana.

Liner, R.P. (2004). jUniverse Inc).

Method: Data Analysis**Region:** LA**Regression:** No**Coverage:** Economic/
Social Impact**Gaming:** Indian**Subjects:** Income, Poverty, Employment, Housing Values, State Taxes**Issues:** 1990 and 2000 U.S. Census data on affected counties; casino payrolls and taxes; payments to local governments.**Summary:** This study utilizes county-level data to assess the impacts of the Chitimacha, Tunica-Biloxi, and Coushatta tribes' respective casinos in Louisiana. "Before and after" data from the 1990 and 2000 U.S. Census are presented for population changes, median household income, median housing value, and poverty status in the three counties where the three casinos are located. Mixed changes are reported and the study concludes that the county-level data do not isolate the effects of the casinos. Data gathered primarily from the three casinos show payrolls, benefits, and payroll taxes since the mid-1990s. Municipalities provided data that is summarized on employment, as well as tax revenues generated by the casinos. The study concludes that the casinos have had a positive impact on the affected tribes and surrounding communities.

A checklist for assessing costs and benefits of tribal development initiatives: A case study of Native American casinos.

Loomis, T. (1998). Development Studies Programme, University of Waikato.

Method: Economic Theory,
Literature Review

Region: n/a

Regression: No

Coverage: Economic/
Social Impact

Gaming: Indian

Subjects: Crime, Problem Gambling, Welfare Dependency, Profitability, Lottery, Economic Development, State Taxes

Issues: An analytic framework for assessing social and economic impacts of Indian gaming.

Summary: Provides a cost-benefit checklist for use in analyzing first-hand research and studies— all subjects checked are suggested areas of study. The report does not attempt to offer original research, but uses prior Indian gaming studies as examples. On the issue of social impacts, the study suggests subtracting social costs from social gains.

Casino gambling and its impact on economic activity.

Majors, H. (1997-1998). Duke University.

Method: Case Studies

Region: NC, U.S. Midwest

Regression: No

Coverage: Economic/
Social Impact

Gaming: Casino (Indian
and Non-Indian)

Subjects: Bankruptcy, Lottery, Tourism, Sales Taxes

Issues: Impact on local economies, tax revenues in North Carolina and six Midwest communities.

Summary: Focuses specifically on legal gambling's impact on non-gaming economic activity and on whether that activity improves after the introduction of a casino. The Cherokee Casino in North Carolina serves as an example where revenue at area gift shops and restaurants has increased dramatically since the casino opened. At the time of the study, however, the Cherokee facility had only been open for four months. In order to obtain a longer-term perspective, the author examines six localities in the Midwest, looking specifically at bankruptcies, employment in the eating and drinking industry, sales tax revenue, and net revenue for lotteries. The remainder of the casino's state is used as a control group. In all six locations, the rate of growth in the food and beverage industry was roughly equal to that in the rest of the state, suggesting that the casinos themselves were seeing most of the benefits from increased tourism. The author suggests that any benefits accrued by the local community from a gaming establishment are overshadowed by social costs imposed on the community by the casino.

Visitor suicides and problem gambling in the Las Vegas market: A phenomenon in search of evidence.

Marfels, C. (1998). *Gaming Law Review*, 2 (5), 465-472.

Method: Data Analysis

Region: NV

Regression: No

Coverage: Problem

Gambling

Gaming: Commercial

Subjects: Suicide

Issues: Tourism, suicide statistics by gender, age, and reported cause.

Summary: The author questions whether legalized gambling can be identified as a causal factor for suicide (particularly in Las Vegas), and hypothesizes that suicide is normally the culmination of multiple contributing factors. The author attempts to determine the rate of visitor suicides, using data on the number of visitors from the Las Vegas Convention and Visitor Authority (LVCVA) and data on the number of visitor suicides from the Clark County Coroner's Office. The study compares data on visitor suicides to data on visitors to Las Vegas as a whole, and conducts a review of primary causal factors in visitor suicides. This review finds that depression and other mental problems are the most commonly stated reasons, followed by the breakup of relationships, and substance abuse. Other causes include, in declining order of frequency, physical health problems, problems associated with criminal activity, and, gambling problems. Nine visitor suicides were linked to gambling problems between 1990 and 1997, accounting for 6% of the visitor suicides for which causes could be established.

Casinos and crime: An analysis of the evidence.

Margolis, J. & Altheimer & Gray (prepared for the AGA).
(December 1997).

Method: Literature Review,
Survey, Data Analysis

Region: Various

Regression: No

Coverage: Crime

Gaming: Casino (Indian
and Non-Indian)

Subjects: Crime, Profitability, Regulation

Issues: Literature review, tourism, UCR (city by city),
interviews, regulation.

Summary: This study looks specifically at the link between gambling and crime, approaching the subject from four different perspectives. The first section of the study reviews the existing literature. It is found that documentation and demonstration of a causal link between crime and legal gaming is scarce; communities with casino gaming tend to be as safe as communities without casinos. The second section includes a review of the FBI's Uniform Crime Reporting (UCR) data for Las Vegas, Atlantic City, Joliet, and Baton Rouge, noting that crime rates drop dramatically when they are calculated using the average daily population rather than the resident population. The third section reports results of the author's interviews of law enforcement officials in a number of different gaming jurisdictions, reporting that none of the officials interviewed identified a link between gambling and increased incidence of crime within the host community. Finally, the study examines gaming regulation law as it pertains to organized crime and critiques common allegations of gambling's influence on crime.

Casino counties lead the State.

Martin Schreiber & Associates. (November 1998).

Method: Comparative Data
Analysis

Region: WI

Regression: No

Coverage: Economic/
Social Impact

Gaming: Indian

Subjects: Welfare Dependency, Unemployment

Issues: Impact on Wisconsin counties' tourism, job creation, personal income growth, and property values.

Summary: Employs statistics gathered by the State of Wisconsin to conduct a comparative study of counties with and without Indian casinos. The study finds that those counties with casinos lead Wisconsin counties in personal income growth, sales growth at eating and drinking places, increases in property values, and decreasing AFDC payments.

Suicide and gambling: An analysis of suicide rates in U.S. counties and metropolitan areas.

McCleary, R. & Chew, K. (1998). Department of Environmental Analysis and Design, University of California at Irvine.

Method: Time Series
Analyses, Cross-Sectional
Analyses

Region: n/a

Regression: Yes

Coverage: Suicide

Gaming: Casino (Indian
and Non-Indian)

Subjects: Problem Gambling, Suicide

Issues: Impact of gambling availability on suicide rates.

Summary: This study finds that suicide rates for both residents and visitors in Las Vegas, Atlantic City, and other gaming locales, are not higher than comparable locations. The authors find that gambling appears to have no effect on suicide rates. The authors observe that the results found in the Phillips study on suicide were inflated due to the use of incorrect proportions: suicide deaths as a proportion of all deaths rather than the suicide rate per se (suicide deaths per unit of population).

Evaluating a State's gambling strategy: The relationship between lottery sales and casino gambling.

McGowan, R.A. (1995). Boston College.

Method: ARIMA

Region: n/a

Regression: Yes

Coverage: Economic/
Social Impact, Other

Gaming: Casino (Indian
and Non-Indian)

Subjects: Lottery, State Taxes

Issues: Impacts of casino introductions on state lottery revenues and total state gaming revenues.

Summary: This study examines a year's worth of weekly lottery data (26 weeks before casino introductions and 26 weeks after) for Colorado, Louisiana, Illinois, Minnesota, and California. The author finds that the introduction of limited stakes casinos in Colorado did not significantly affect lottery sales. Louisiana riverboat casinos had a negative impact on instant game sales (the majority of lottery revenues), yet total state revenue from gambling increased, notwithstanding. Lottery sales in Illinois were unaffected by the introduction of casinos. Indian gaming in Minnesota had a negative impact on instant games (which constituted 68% of lottery revenues)—there was no compensation for lost revenues. Indian casinos did not affect California lottery revenues.

Games of chance promote valuable causes worldwide.

McGowan, R.A. (1996). Forum for Applied Research and Public Policy.

Method: Comparative
Cross-Country

Region: International

Regression: No

Coverage: Economic/
Social Impact

Gaming: Lottery

Subjects: Lottery, State Taxation

Issues: Use of gambling activity to promote charities.

Summary: This article gives an overview of lottery activities and use of lottery proceeds in Spain, Russia, China, Ireland, Great Britain, and Albania. It focuses particularly on the use of gaming revenue for charitable causes.

Study of the social and economic impacts of New Zealand casinos.

McMillen, J. (1999). University of Western Sydney.

Method: Survey, Literature Review

Region: New Zealand

Regression: No

Coverage: Economic/Social Impact, Problem Gambling

Gaming: Casino (Indian and Non-Indian)

Subjects: Crime, Problem Gambling, Welfare Dependency, Unemployment, Profitability, Lottery, Economic Development, State Taxes

Issues: Economic impacts of gaming on federal taxes, property values, retail sales, construction, tourism, job creation, wage effects, and traffic; impacts on social variables such as crime prevention, illegal gambling, co-morbidity of gambling pathology, gambling demographics, public opinion, and treatment needs.

Summary: This report analyzes the impact of casinos on other gaming and provides a review of New Zealand gambling policy. The report finds that the opening of two casinos increased the prevalence of problem gambling, but that casinos have not led to an increase in crime greater than what other tourist attractions would attract. The prevalence of illegal gambling has decreased, and casinos are found to have created no significant additional policing costs. The report also notes positive environmental impacts, the links between gambling and charities, and the creation of jobs for women and minorities. The report also finds that casinos have brought increased tourism into New Zealand.

Casino gambling and street crime.

Miller, W.J. & Schwartz, M.D. (March 1998). The Annals of the American Academy of Political and Social Science, 556, 124-137.

Method: Literature Review

Region: n/a

Regression: No

Coverage: Crime,
Tourism

Gaming: Casino (Indian
and Non-Indian)

Subjects: Crime, Problem Gambling, Tourism

Issues: Impact of tourism on crime and comparison of gambling tourism with other tourism.

Summary: Authors focus on the relationship between gambling and crime and find that casinos affect crime no differently than other tourist attractions do. Authors note that tourists are associated with crime both because of their unfamiliarity with local conditions and because they engage in behaviors that residents typically do not. Therefore, the authors note, an increase in tourism generally is associated with increases in crime.

The economic impact of Indian gaming in Minnesota: A review and summary of the economic benefits of tribal gaming for rural counties and the State.

Minnesota Indian Gaming Association. (1998).

Method: Data Analysis

Region: MN

Regression: No

Coverage: Economic/
Social Impact

Gaming: Indian

Subjects: Welfare Dependency, Unemployment, State Taxes

Issues: Impact of Indian gaming in Minnesota on state-wide employment, income, tax revenues; state-funded promotional assistance to attract non-gaming employers compared to employment generated by Indian gaming.

Summary: In addition to calculations of jobs created, changes in tax revenue, vendor spending, and decreased public assistance, this report also provides a comparison of tribal and Minnesota State efforts to attract tourists. The report asserts that state assistance to other major employers, in the form of public funds to stimulate economic development and job creation, comprises a cost to the state's taxpayers. Indian gaming, on the other hand, creates direct and indirect employment without state promotional assistance and, hence, without drawing on state tax revenues for such assistance.

Minnesota gambling.

Minnesota Planning. (1993).

Method: REMI Modeling**Region:** MN**Regression:** No**Coverage:** Economic/
Social Impact**Gaming:** All**Subjects:** Crime, Problem Gambling, Welfare Dependency, Unemployment, Profitability, State Taxes**Issues:** Contributions and burdens of casinos in Minnesota.

Summary: A state-funded study completed by an organization charged with creating a long-range plan for Minnesota. The study contrasts the economic growth of Indian gaming with the more sluggish performance of other sectors of the industry, along with the local economic impacts of casinos. The report also addresses the social consequences of gaming, including what the authors deem excessive spending on the part of Native American gamblers, problem gambling, and crime committed by problem gamblers. The report examines positive social impacts of Indian gaming, including charitable contributions, infrastructure and social investment on reservations, and tax revenue to the State. On the basis of the results, the report recommends a moratorium on gambling expansion, improved regulation, and increased problem gambling treatment. It also recommends cooperative efforts between tribes and vendors to mitigate potentially harmful impacts on other local businesses stemming from the introduction of a casino into an area.

The economic benefits of American Indian gaming facilities in Wisconsin.

Murray, J.M. (March 1993). Wisconsin Indian Gaming Association and University of Wisconsin-Cooperative Extension.

Method: Input/Output Modeling

Region: WI

Regression: No

Coverage: Economic/
Social Impact

Gaming: Indian

Subjects: Welfare Dependency, Unemployment

Issues: Indian casino employment and employee spending, patron spending in Wisconsin.

Summary: Examines casino employment, as well as the employment status of casino workers prior to the introduction of gaming. The study assesses the impact of casino employment on welfare and unemployment payments, as well as visitor spending on goods and services. Input/output analysis examines direct and indirect employment effects and construction. The study was commissioned by the Wisconsin Indian Gaming Association. The authors thereby had access to primary data on casino employment and spending.

The economic impact of American Indian gaming on the government of the State of Wisconsin.

Murray, J.M. (1993). University of Wisconsin.

Method: Data Analysis

Region: WI

Regression: No

Coverage: Economic/
Social Impact

Gaming: Indian

Subjects: Crime, Welfare Dependency, Lottery, State Taxes

Issues: Impact of Indian gaming on Wisconsin State tax revenues.

Summary: This study focuses specifically on the additional revenue accrued by the Wisconsin State government as a result of Indian gaming. The sources of this new revenue include: state income taxes paid by tribal employees; state income taxes paid by employees of vendors and suppliers to tribal governments; state income tax derived from taxable gaming winnings; state sales tax derived from employee spending, including from employees that had previously been on welfare; sales tax from additional spending at eating, drinking, and lodging establishments due to gaming; and Wisconsin gasoline tax collected as a result of Indian gaming. This additional tax revenue is joined by a reduction in welfare payments to tribal and non-tribal employees who were on welfare before becoming employed with a tribe. The study finds that the State has also seen a steady increase in lottery revenues. The numbers presented in the study are estimates based on payroll data from a previous study and estimates of how much of each affected person's income goes towards income and sales taxes.

Direct and indirect impact of Wisconsin Indian gaming facilities on Wisconsin's output, earnings, and employment.

Murray, J.M. (December 1997). University of Wisconsin Extension.

Method: RIMS II Modeling

Region: WI

Regression: No

Coverage: Economic/
Social Impact

Gaming: Indian

Subjects: Profitability, Income, Employment, Economic Development

Issues: State-level direct and indirect income and employment effects of Indian gaming in Wisconsin; impact of non-gaming spending by visitors to gaming facilities.

Summary: Uses RIMS II to determine the direct and indirect employment and income impacts of Indian gaming in Wisconsin. The study includes an examination of non-gaming related spending by gaming visitors. Reported results are primarily numerical; there is little narrative analysis.

The economic impact of gambling.

National Institute of Economic and Industry Research. (2000).

Method: Statistical
Modeling

Region: Australia

Regression: Yes

Coverage: Economic/
Social Impact

Gaming: Commercial,
VLT/EGM, All

Subjects: Problem Gambling, Suicide, Profitability, State Taxes

Issues: Economic and social impacts of gambling on savings, construction, job/wage creation, retail sales, taxes, vendor outlays, etc. in Australia.

Summary: Uses Household Expenditure Survey data compiled by the Australian Bureau of Statistics and examines whether and how gambling has impacted a "consumer boom" and associated decrease in household savings. The authors discuss the distinction between positive and normative economics. The report also looks at the relationship between electronic gaming machines and tobacco/alcohol expenditures, and includes regional impacts/profiles. The report finds that gambling has contributed to an increase in employment and economic activity on the state level, as well as an increase in problem gambling. The net impact is found to be positive. At the household level, the impact was modest on average; at the regional/community level, wealthy areas benefitted while low income areas did not.

Report to the National Gambling Impact Study Commission – Chapter 5. Impacts of casino proximity on social and economic outcomes: 1980-1997: A multilevel time-series analysis. National Opinion Research Center at the University of Chicago. (April 1, 1999).

Method: Statistical Modeling

Region: US

Regression: No (Likelihood Methods)

Coverage: Economic/Social Impact

Gaming: Casino (Non-Indian)

Subjects: Employment, Income, Crime, Mortality, Bankruptcy

Issues: Economic and social impacts of being close to a casino.

Summary: Using data for 1980-97 on 100 non-tribal communities, 40 of which had casino openings in the period, this study examines the impact of proximity to a casino on a community's employment, income, crime, bankruptcies, and health indicators. No statistically significant effects of proximity to a casino are found for crime, bankruptcy, or infant mortality. Statistically significant effects of casino proximity are found for per capita casino spending, employment and certain income variables (with some measures of income and earnings showing insignificant effects). Marked decreases are found for welfare payments, unemployment insurance, and other transfer payments. Employment in the construction trades rises somewhat; and income in construction, hotel and lodging earnings, and recreation/amusement enterprise earnings show substantial increases associated with casino proximity. Overall per capita incomes are little changed, as higher employment earnings are offset by reductions in welfare and payments and incomes in non-casino restaurants and bars. This study is part of a larger informative report to the NGISC.

Pathological gambling: A critical review.

National Research Council. (April 1999).

Method: Literature Review

Region: n/a

Regression: No

Coverage: Problem

Gambling; Economic

Impact

Gaming: All

Subjects: Problem Gambling, Economic Development

Issues: Review of research on the prevalence and origins of pathological gambling, the economic impacts on communities of gambling, appropriate treatment of pathologies.

Summary: The study reviews extant research on the prevalence, origins, socioeconomic effects, and treatment of pathological gambling. After defining “pathological”, the study estimates that 1.5 percent of adults in the U.S. have been pathological gamblers at some time of their lives; and in a given year, .9 percent of U.S. adults are pathological gamblers. Men and adolescents are found to be more likely to engage in pathological gambling than women and adults, respectively. Treatment is generally found to yield improvement in pathological behavior, although research does not conclusively indicate which kinds of treatment are most effective. Gambling is found to have net economic benefits in economically depressed areas, but the accuracy of conclusions regarding the overall costs and benefits of gambling is impeded by insufficient data and difficult modeling problems.

Indian gaming and its impact on law enforcement in Wisconsin.

Nelson, D.J., Erickson, H.L. & Langan, R.J. (1996). API Consulting Services.

Method: Statistics/
Interviews

Coverage: Crime
Gaming: Indian

Region: WI

Regression: No

Subjects: Crime, Problem Gambling, Law Enforcement

Issues: Burden on law enforcement; impact on crime rates in Wisconsin.

Summary: This report combines data from an annual report on crime and arrests in Wisconsin produced by the Wisconsin Office of Justice Assistance, Statistical Analysis Center, and interviews of law enforcement personnel on the impacts of gambling on law enforcement. The study reports that there is little statistical or anecdotal basis to support a claim that Indian casinos either attract or are contributors to crime in their respective regions. The study also reports that, where a casino generates a need for additional law enforcement resources, it likely comes in the area of emergency response services.

***Indian reservations and the New Mexico economy:
Reservation-based gaming enterprises.***

New Mexico Indian Reservation Economic Study Group.
(1999).

Method: IMPLAN
Modeling

Region: NM

Regression: No

Coverage: Economic/
Social Impact

Gaming: Indian

Subjects: Income, Employment, Tourism, State Taxes

Issues: Impact of reservation economies (incl. gaming) on New Mexico state-wide employment, income, and tax revenues.

Summary: Investigates the interplay between economic activities on Indian reservations and the State's economy. Five dimensions of reservation-based economic activity are employed: reservation-based gaming enterprises; tourism in New Mexico attributable to reservations; the presence of the BIA and the IHS in New Mexico; tribal governments; and reservation-based enterprises. The study finds that casino vendor outlays in 1998 engendered 11,215 jobs, \$226 million in wage and salary income, and \$64.7 million in State tax revenue in New Mexico. The overall impact of Indian reservations on the New Mexico economy, according to the report, included 41,173 jobs, \$898.8 million in wages and salaries, and \$168.5 million in revenue to the State general fund. The study also finds that 13.4% of the \$2.14 billion in visitor spending in 1999 was attributable to the attractions of Native culture and history. The presence of the BIA and IHS in New Mexico is found to create 10,392 jobs, \$275.7 million in direct and secondary income, and \$26.6 million in State tax revenue (1998 figures). Tribal governments in New Mexico have created 1,950 jobs, \$28.6 million in income, and \$4.2 million in secondary tax revenue to the State.

***The final report of the National Gambling Impact Study
Commission - Chapter 6: Native American tribal gambling.***

NGISC. (June 1999). National Gambling Impact Study
Commission.

Method: Review/Overview

Region: US

Regression: No

Coverage: Economic/
Social Impact

Gaming: Indian

Subjects: Welfare Dependency, Unemployment, Profitability,
Economic Development, State Taxes

Issues: Exclusivity payments, tribal government use of gaming
revenue, revenue distribution, and gaming regulation.

Summary: This chapter of a larger NGISC final report gives a national overview of the Indian gaming industry, including its expansion between 1988 and 1998. It also gives a brief explanation of tribal sovereignty's history in U.S. law and how it applies to gaming. Gaming is presented as a tool allowing tribes to lift themselves out of depressed socioeconomic conditions, and as part of the broader policy of tribal self-determination. The chapter includes a summary of the regulations set out under IGRA. It also discusses revenue sharing, revenue allocation, impact mitigation, social and economic development, the applicability of labor laws, and off-reservation casinos. Recommendations include: strict enforcement of the Minimum Internal Control Standards (MICS); clear definitions for Class II and Class III gaming; negotiations for worker rights of free association; reporting of financial information to the federal government; allowance of telephone-linked bingo games between reservations; and the use of gaming revenue for economic diversification, among others. Primary data used in this chapter are limited excerpts from testimony given by tribal leaders, local and state officials, and other interested parties at NGISC hearings.

Casino gambling and bankruptcy in new United States casino jurisdictions.

Nichols, M.W., Stitt, B.G., & Giacomassi, D. (2000). *Journal of Socio-Economics*, 29, 247-261

Method: Multivariate Modeling

Region: US

Regression: Yes

Coverage: Bankruptcy

Gaming: Casino (Non-Indian)

Subjects: Bankruptcy

Issues: Impacts of the introduction of casino gaming on bankruptcy rates.

Summary: This study examines the impact of the introduction of casino gaming in eight jurisdictions. The jurisdictions are Sioux City, Iowa; St. Joseph, St Louis City, and St. Louis County, Missouri; Alton, Peoria, and East Peoria, Illinois; and Biloxi, Mississippi. Using regression analysis and data on matched set of control jurisdictions that did not have legalized casinos, the study reports that in seven of the eight casino jurisdictions, per capita bankruptcy rates increased following the introduction of casinos. The exception was Biloxi, Mississippi, where bankruptcy rates declined significantly upon the advent of casino gaming. The authors suggest that this may be the result of the fact that, of the eight communities studied, only Biloxi is characterized as a destination resort catering to traveling tourists, with the resort nature of Biloxi's gaming industry allowing much greater infusion of spending on tourist attractions and services beyond Biloxi's casinos themselves.

The effects of casino gaming on the tourism/leisure/cultural entertainment industries within urban host communities in contemporary North America.

Paster, D.J. (January 30, 1997). School of Urban Planning, McGill University.

Method: Case Studies

Region: Canada/US

Regression: No

Coverage: Economic/
Social Impact

Gaming: Casino (Indian
and Non-Indian)

Subjects: Profitability, Competition, State Taxes

Issues: Trends in discretionary income spending; impact on other entertainment venues, tourism, job creation.

Summary: As indicated in the title, this report focuses specifically on the impact that the introduction of gaming has on the entertainment or tourism industry of an area. Focusing on restaurants, hotels, or other venues in a new casino's area, the study asks: "With whom are the casinos competing?" The report begins with an overview and history of gambling in North America. Given the proliferation of gambling across the continent, the author predicts that gambling will become a significant entertainment option in many more areas, and that gambling expenditure will begin to be spread more evenly across both the United States and Canada. The author compares casinos to suburban shopping malls on the theory that the goal of both establishments is to keep customers under one roof for as long as possible. Casinos accomplish this goal by offering multiple forms of entertainment/dining for their customers. Analysis takes the form of case studies of Mississippi, New Orleans, Atlantic City, and Windsor, relying substantially on anecdotes for observation and illustration.

Economic impact of legalized casino gambling in New York State and its impact on existing forms of legalized gambling.
Peat, Marwick, Mitchell & Co. (February 1981).

Method: Input/Output
Analysis

Region: NY

Regression: No

Coverage: Feasibility
Study

Gaming: Casino (Indian
and Non-Indian)

Subjects: Unemployment, Lottery, State Taxes, Economic
Development

Issues: 1981 projection of economic impacts of alternative
possible casino sites in New York.

Summary: This study, completed in 1981 and therefore prior to
the legalization of casinos in New York State, predicts what the
impacts of legalization of casino legalization on the State could
be as far into the future as 1993. It includes analysis of the
potential impacts on other forms of gambling in the state (such
as the lottery). The report contrasts the notion of a casino in
Manhattan to those in Las Vegas, both in terms of economic
success and impacts. It also examines the Catskills,
Niagara/Buffalo, and Coney Island/Rockaway/Long Beach as
possible casino sites.

Impact studies, cost-benefit analysis and casinos.

Persky, J. (1995). *Journal of Gambling Studies*, 11 (4), 349-360.

Method: Review/Overview

Region: n/a

Regression: No

Coverage: Economic Impact

Gaming: Casino (Indian and Non-Indian)

Subjects: Unemployment

Issues: Literature review for proposed Chicago casino, retention of gambling dollars, displacement, opportunity cost of labor

Summary: The study reviews two potential costs of casinos—the displacement of household expenditures and the opportunity cost of labor—that are often ignored in cost-benefit analyses and other impact studies of casinos. Displacement is defined as money spent at the casino that, had the casino not been there, would have been spent at other local businesses. The opportunity cost of labor is equal to the next best option for labor used in the casino, and it often must be estimated from figures for the hospitality industry as a whole. These estimates, however, must be considered underestimates according to the study, as casino wages are generally higher than hospitality wages.

Elevated suicide levels associated with legalized gambling.

Phillips, D.P., Welty, W.R. & Smith, M.M. (1997). *Suicide and Life-Threatening Behavior*, 27 (4), 373-378.

Method: Data Analysis

Region: n/a

Regression: No

Coverage: Suicide

Gaming: Casino (Indian and Non-Indian)

Subjects: Suicide

Issues: Effect of casino gaming intensity on suicide rates.

Summary: The author studies the relationship between visitor and resident suicide rates and gambling in Las Vegas, Reno, and Atlantic City. The author finds that these cities, which offer destination clusters of casinos, are associated with elevated suicide levels.

The impact of electronic gaming machines on retail trade in Victoria - the first four years 1992-1996.

Pinge, I. (1997). La Trobe University.

Method: Multivariate
Modeling

Region: International

Regression: Yes

Coverage: Economic/
Social Impact

Gaming: Commercial

Subjects: Profitability, Economic Growth

Issues: Impact of electronic gaming machines on the retail sales sector of Victoria, Australia.

Summary: Using the prior 10-20 years as benchmarks, the author divides the retail sector in Victoria, Australia into subgroups and assesses the impact of the introduction of electronic gaming machines (EGMs) on retail sales. A multiple regression model is developed to try to isolate the effects of EGMs. Data on retail sales were obtained from the Australian Bureau of Statistics. The Victorian Casino and Gaming Authority supplied data on EGM growth and revenue for the 27,000 machines in Victoria. The study finds that, while aggregate retail sector sales dropped initially after the introduction of gaming, they then recovered and have experienced little growth in the ten years under study despite the increase in retail space. Some sectors of the retail industry, in particular the food retailing and “other” retailing categories, have experienced growth since the inception of gaming. Many of the trends in retail sales yielded by the analysis, however, existed prior to gaming and continued following gaming’s introduction.

The relationship between States' fiscal positions and the proliferation of gaming.

Raymond James and Associates. (January 2, 1996).

Method: Data Analysis

Region: n/a

Regression: No

Coverage: Economic
Impact

Gaming: All

Subjects: Profitability, State Taxes

Issues: State fiscal stress and the propensity to introduce gambling.

Summary: This study tests the hypothesis that states turn to gaming revenues during economic slow downs. It examines historical trends in the acceptability of gambling, the increasing market demand for accessible gaming opportunities, and the fiscal position of states. The study finds that state expenditures in recent years have increased much faster than revenues, and it postulates that state legislative bodies turn to gaming sources of revenue in times of fiscal stress. The author finds that total budget balances for the states that initiated gaming were significantly below average. Similarly, all states that initiated gaming faced year-end budget deficits during the period prior to initiating gaming.

The economic impact of Indian reservation-based gaming activities.

Robinson, R. (April 20, 1993). The Center for Applied Research (prepared for the National Indian Policy Center).

Method: Economic Theory

Region: US

Regression: No

Coverage: Economic/
Social Impact

Gaming: Indian

Subjects: Profitability, Employment, Economic Development, State Taxes

Issues: The economic linkages between Indian gaming facilities and Indian and non-Indian communities.

Summary: Prepared for the National Indian Policy Center, this study provides a theoretical overview of the economic impacts of Indian gaming, looking at the various components of economic development and the various levels at which impacts occur. These include tribal government, individual tribal members, Indian and non-Indian entrepreneurs and communities, and neighboring governments. It also examines the economic impact of casino management and operating costs.

Competition, casino spending, and use of casino amenities.

Roehl, W.S. (1996). *Journal of Travel Research*, 34 (3), 57-62.

Method: Survey

Region: n/a

Regression: Yes

Coverage: Economic/
Social Impact, Other

Gaming: Casino (Indian
and Non-Indian)

Subjects: Profitability

Issues: Casino game preference of certain market segments; demographics and preferences; cannibalization.

Summary: The author examines the relationship between casino amenities and the spending behavior of casino customers. He finds that amenities, particularly live entertainment/shows and buffet restaurants, often lead to higher spending.

Gambling in Louisiana: A benefit/cost analysis.

Ryan, T.P. & Speyrer, J.F. (April 1999). Louisiana Gaming Control Board.

Method: Bayesian
Economic Analysis

Region: LA

Regression: Yes

Coverage: Economic/
Social Impact

Gaming: All

Subjects: Crime, Bankruptcy, Problem Gambling, Suicide, Welfare Dependency, Unemployment, Profitability, State Taxes

Issues: Quantification of economic and social impacts of gambling in Louisiana.

Summary: This study measures the net impact of gambling on the State of Louisiana, including economic impact, amount of new dollars coming into the state economy, and quantifiable social impacts, including crime. According to the study, the net economic impact (approx. \$1.1 billion) was positive. The study focuses particularly on the impact of out-of-state revenues (much of the LA gaming market comes from TX), estimated for riverboat casinos alone at \$675.6 million out of \$1.3 billion in total riverboat casino revenue. The study hypothesizes social costs as including: increased crime rates and related costs; increased personal and small business bankruptcies; and increased costs to business due to employee theft, employee absenteeism, and reduction in worker productivity. To determine if gambling is a cost or benefit to Louisiana, the authors quantify these costs, using dollar figures from a 1998 Gambler's Anonymous Treatment Survey and other agencies. Primary data were gathered through a variety of surveys. Secondary data from government sources are also utilized. The "Definitions" sections are key to understanding the methodology of the study.

The political economy of gambling regulation.

Sauer, R.D. (2001). *Managerial and Decision Economics*, 22, 5-15.

Method: Political and
Economic Theory

Region: n/a

Regression: No

Coverage: Politics of
Gaming

Gaming: All

Subjects: Regulation

Issues: Political forces underlying waxing and waning of legal sanctioning of gambling.

Summary: This report uses the area of gambling regulation as a vehicle through which to look at larger issues of public policy and the economics of regulation. The author uses interest group theory to examine the recent growth expansion of gaming in the US, as well as earlier episodes of restrictions on gambling. The study outlines the history of gambling regulation, starting with the use of lotteries in the colonial era and continuing through the recent widespread movement towards legalization.

Casinos and crime spillover: Toward a social cost model of casino impacts.

Schulte, D. & Richard, A. (1996). John F. Kennedy School of Government, Harvard University.

Method: Comparative

Region: n/a

Regression: No

Coverage: Crime

Gaming: Casino (Indian and Non-Indian)

Subjects: Crime, Unemployment, Profitability, State Taxes

Issues: Quantitative differences between crime rates in casino and non-casino counties; qualitative review of social costs.

Summary: The authors aim to shed light on the relationship between casinos and social costs, particularly the question of whether new casinos generate significant increases in county crime rates. They do so by isolating casino effects from other contributing factors in a control-treatment model that uses county-level data. The authors choose control counties based on: 1) similarity in crime rates with the treatment county, and 2) geographical distance from a casino sufficient to avoid spillover effects. Issues of causality and crime data quality remain problematic. The study found no gambling-associated crime increase in the sample under investigation.

Gambling and crime.

Seay, D. (1998). White paper produced for NGISC. National Gambling Impact Study Commission.

Method: Issue/Literature
Review

Region: n/a

Regression: No

Coverage: Crime

Gaming: Casino (Indian
and Non-Indian)

Subjects: Crime, Organized Crime

Issues: Is there a causal link between legal gambling and crime?

Summary: Commissioned by the National Gambling Impact Study Commission, this study addresses the much-debated link between gambling and crime, noting the wide gap between those claiming that there is no evidence linking gambling and crime, and those claiming that the onset of gambling in an area causes an immediate and dramatic increase in crime. The study describes a number of the methodological issues pertaining to this debate, including the paucity of hard data on the motivations of criminals. The author also notes that researchers must address whether there is “something inherent in gambling in general, and casinos in particular, that triggers crime, or are the observed increases in crime in Atlantic City attributable simply to the greater number of tourists?” (pp. 3-4). The study reviews previous literature in the area and finds that much of it relies on anecdotal data (including interviews with local law enforcement and/or victims of crime). The report examines organized crime, finding that its present-day association with gambling is negligible, despite continued attempts by organized crime figures to infiltrate legalized gambling. Illegal gambling is also addressed.

Background to dream: Impacts of tribal gaming in Washington State.

Simrell King, C. & Kanzler, C. (2002). First American Education Project/Evergreen State University.

Method: Literature Review,
Census Data

Region: WA

Regression: No

Coverage: Economic/
Social Impact

Gaming: Indian

Subjects: Unemployment, Economic Development, State Taxes

Issues: Comparison of the 1990 and 2000 U.S. Census data for Washington tribes; impact of tribes' payments in lieu of taxes; allocation of tribal gaming revenues.

Summary: This study of Washington State Indian gaming is one of the first to compare U.S. Census data from the 1990 and 2000 Censuses. The authors also used data from 11 of the State's 27 federally-recognized tribes and the Washington State Gambling Commission. In addition to the Census comparisons, the report provides anecdotal information indicating how tribes are benefiting from gaming and how gaming revenue is allocated. The report examines the 2% of gaming revenues contributed by Washington tribes to local communities, as mandated by the Washington compact. A review of the legal background of Indian gaming and the conditions that existed on reservations prior to gaming is provided.

Estimating the costs of substance abuse: Implications to the estimation of costs and benefits of gambling.

Single, E. (2003). *Journal of Gambling Studies*, 19 (2), 185-213.

Method: Review/Overview

Region: n/a

Regression: No

Coverage: Analogues to

Substance Abuse Literature

Gaming: All

Subjects: Problem gambling

Issues: Application of substance abuse literature to gambling cost-benefit analysis.

Summary: This report investigates the implications for gambling research of the development of a new model for the study of the social impacts of substance abuse. The author summarizes the methods and findings of several Canadian studies of the impacts of substance abuse. Notably, welfare costs are not included in the analysis since they are the source of some contention among researchers about whether or not such costs constitute a transfer payment or a cost to society. The study also notes the dangers of attempting to quantify all costs, saying that this could create misleading conclusions. The author gives the example of tobacco use: if one relied strictly on quantification, it would seem as though smoking were good for society because it leads to the premature deaths of thousands of retirees. The authors point out that it is vital to also consider intangible costs.

The casino gaming industry and its impact on southern New Jersey.

Slusher, G.M. (1991). The Atlantic County Division of Economic Development.

Method: REMI II Modeling

Region: NJ

Regression: No

Coverage: Economic/
Social Impact

Gaming: Commercial

Subjects: Profitability, Economic Development, State Taxes

Issues: Regional economic impact of the casino industry in Atlantic City, NJ.

Summary: Analyzes the initial success and subsequent slowdown of the Atlantic City economy upon development of casino gaming. Data are provided on gaming-related spending, construction, tourist spending, job/wage creation (direct and indirect), local government spending, seasonality, county population, local vendor outlays, employee spending, federal and local taxes, and per capita income. The study also forecasts the impact of the opening of the Taj Majal Casino. The author predicts that Atlantic City will be revitalized once casino/hotels start refinancing debt or trading debt for equity.

The personal bankruptcy crisis, 1997: Demographics, causes, implications & solutions.

SMR Research Corporation. (1997).

Method: Data Analysis

Region: n/a

Regression: No

Coverage: Bankruptcy

Gaming: All

Subjects: Bankruptcy, Problem Gambling

Issues: Impact of gambling availability on bankruptcy

Summary: This study examines bankruptcy rates in counties with gambling establishments and nearby counties, finding that counties with gaming or near gaming establishments have higher bankruptcy rates. It argues that the increased availability of gambling has led to an increase in problem gambling, which has in turn contributed to an increase in bankruptcy filings in counties with or near gambling facilities. The study recommends the removal of ATMs from casinos and passage of legislation making it illegal for gambling debt to be discharged in bankruptcy court.

***The effects of casino gaming on Tunica County, Mississippi:
A case study 1992-1997.***

Snyder, J.T. (1999). Social Science Research Center,
Mississippi State University.

Method: Case Study

Region: MS

Regression: No

Coverage: Economic/
Social Impact

Gaming: Commercial

Subjects: Crime, Bankruptcy, Welfare Dependency,
Unemployment, Profitability, Economic Development, State
Taxes

Issues: Social and economic effects of gaming on a particular
county in Mississippi.

Summary: Examines the impact of gaming on Tunica County,
Mississippi. This county has been cited as one of commercial
gambling's success stories, having been transformed from one of
the poorest areas in the nation (even to the point of being dubbed
"America's Ethiopia" by the Rev. Jesse Jackson) to a successful
tourist destination and the third largest gaming market in the US.
The author examines Tunica before and after the appearance of
legal gambling establishments. Factors considered are
population growth, unemployment, infrastructure improvements,
welfare dependence, school test scores, sales, and construction.

Social and economic analysis of tribal government gaming in Oklahoma.

Spilde, K.A., Taylor, J.B. & Grant, K.W. (prepared for the Oklahoma Indian Gaming Association). (2002). The Harvard Project on American Indian Economic Development.

Method: REMI Modeling

Coverage: Economic/

Region: OK

Social Impact

Regression: No

Gaming: Indian

Subjects: Profitability, Economic Development, State Taxes

Issues: Direct and indirect employment and income effects of Indian casinos; social consequences of Indian gaming.

Summary: Commissioned by the Oklahoma Indian Gaming Association, this study uses qualitative and quantitative analyses to assess the impacts of Indian gaming in Oklahoma, including case studies of individual tribes, data on the socioeconomic conditions prevalent among Oklahoma Indian communities, and estimation of the regional economic impacts using REMI. The study employs primary data obtained from tribes.

American Indians on reservations: A databook of socioeconomic change between the 1990 and 2000 Censuses.

Taylor, J.B. & Kalt, J. (January 2005). The Harvard Project on American Indian Economic Development.

Method: Comparative Data Analysis

Region: U.S. Reservations

Regression: No

Coverage: Economic/Social Impact

Gaming: Indian

Subjects: Population, Income, Employment, Housing, Education

Issues: Changes between 1990 and 2000 Censuses; differences between gaming and non-gaming reservations

Summary: With partial support provided by a research grant from the National Indian Gaming Association, this study compiles and compares data from the 1990 and 2000 Censuses. The Census data indicate that, while per capita Indian income remain are less than half the U.S. average, on-reservation Indian incomes rose substantially more rapidly than in the U.S. as a whole over 1990-2000. Compared to the U.S. average change of 11%, per capita income on gaming reservations rose by about 36% over 1990 to 2000, and by about 30% on non-gaming reservations. Unemployment rates dropped by about three points in non-gaming areas (incl. OK) and by more than five points in gaming areas (incl. OK). Housing conditions generally improved over the 1990s on both gaming and non-gaming reservations. The proportion of Indians on reservations with 8th grade educations or less declined to about par with U.S. levels, and the proportion of Indian adults with college degrees rose substantially, though not enough to keep pace with the very substantial gains in U.S. college attainment.

Indian gaming in Arizona: Social and economic impacts on the State of Arizona.

Taylor, Jonathan, Grant, K., Jorgensen, M. & Krepps, M. (prepared for Gila River Indian Community). (June 4, 1999). The Harvard Project on American Indian Economic Development.

Method: Economic Multipliers

Region: AZ

Regression: No

Coverage: Economic/Social Impact

Gaming: Indian

Subjects: Problem gambling

Issues: Services provided by tribal government (housing, police, fire, sewage), education, economic benefits of facility construction (one-time).

Summary: Commissioned by the Arizona Indian Gaming Association, this study includes a policy overview of Indian gaming within the context of federal Indian policy and the Self-Determination Era, including the foundational *Cabazon* and *Seminole* rulings and a summation of policies laid out in the Indian Gaming Regulatory Act (IGRA). To measure the economic impact of Indian gaming, the study tracks the allocation of gaming revenues to construction, vendor purchases, employee wages, taxes, and transfers to tribal governments (where it is spent on government infrastructure, wages, etc.). The study examines “cannibalization” within Arizona’s gambling industry, or the diminishment of non-gaming sectors as a result of gaming, measured through county-level data on sales from years before and after gaming. The study also measures gaming dollars recaptured by Arizona from out-of-state gaming venues. In its discussion of social impacts, particularly social costs, the study relies on previous research rather than attempting to assess Arizona’s particular experience. Social costs and benefits are not quantified.

The national evidence on the socioeconomic impacts of American Indian gaming on non-Indian communities.

Taylor, J.B., Krepps, M.B. & Wang, P. (April 2000). Lexecon, Inc. The Harvard Project on American Indian Economic Development.

Method: Multivariate Modeling

Region: US

Regression: Yes

Coverage: Economic/
Social Impact

Gaming: Indian

Subjects: Crime, Welfare Dependency, Unemployment

Issues: Impact of Indian gaming on local taxes, infant mortality, casino spending, impact on other industries, personal income.

Summary: The report is based on a statistical analysis of 100 communities nationwide, 24 of which are within 50 miles of a newly-opened non-Indian casino and 16 of which are located within 50 miles of an Indian casino. Using 30 indicators of economic and social health, the study finds that Indian casinos were responsible for statistically significant socioeconomic benefits for surrounding communities. In no case were net negative impacts found. The data used by the authors were compiled by the National Opinion Research Center (NORC) at the University of Chicago on behalf of the National Gambling Impact Study Commission (NGISC) from a random sample of 100 communities.

The 1998 Montana gambling study.

Taylor, S., Nemecek, B., Brod, R., Williams, P. & Caldwell, R. (1998). Montana Legislative Services Division.

Method: Data Review

Region: MT

Regression: No

Coverage: Economic/
Social Impact, Problem
Gambling

Gaming: All

Subjects: Crime, Bankruptcy, Problem Gambling, Suicide, Profitability, Economic Development, State Taxes

Issues: Impact of legalized video gambling in Montana on problem gambling and crime.

Summary: This State-sponsored study looks at gambling's prevalence, the structure of the Montana gaming industry, spending by the gambling facilities themselves, and the scope and use of taxes generated by gambling. It also examines the prevalence rate of problem gambling in Montana, and the possible link between gambling and crime. The changes in violent and property crime rates from 1984 to 1994 in Montana communities with legal gaming are compared with those from similar cities in the region with no legal gambling. A statistical regression analysis using per capita tax revenue from video gaming machines in counties across Montana finds that gambling is associated with property crime, but not with violent crime. The report gives policy recommendations regarding the expansion of gambling and looks at the consequences of expansion.

The economics of casino gambling: A simple model for comprehensive understanding.

Thompson, W.N. (1997).

Method: Comparative/
Literature Review

Region: n/a

Regression: No

Coverage: Social Impact,
Regulation

Gaming: Casino (Indian
and Non-Indian),
VLT/EGM, Slot Machine

Subjects: Profitability, State Taxes

Issues: Social costs, literature review, cost/benefit, house advantage by game, regulatory constraints, industry growth.

Summary: The study addresses the effect of differences in regulatory constraints between Illinois and Iowa on profitability and on the mitigation of social impacts. The study examines the effectiveness and costs of mandated cruising. It also compares the future evolution of the gaming industry to the development of the movie industry from grand theaters to pay-per-view. The authors use this comparison to predict gambling's transformation from a destination activity to one that will become available closer and closer to the home of the average American until, like pay-per-view, it will be widely available via computer or interactive television.

Economic issues and Native American gaming.

Thompson, W.N. (1998). Wisconsin Interest.

Method: Overview/
Literature Review

Region: US

Regression: No

Coverage: Economic/
Social Impact

Gaming: Indian

Subjects: Sales Taxes, Employment, Income, Economic Development

Issues: Assesses IGRA in light of Congressional intent.

Summary: Centers on whether or not the Indian Gaming Regulatory Act has accomplished the objectives Congress intended when IGRA was passed in 1998. The author lists the goals of IGRA as: economic development, self-sufficiency, and the prevention of organized crime. The study notes that among the difficulties in assessing the effectiveness of IGRA is obtaining data on tribal gaming operations and on the allocation of gaming revenue. The report attempts to assess the scope of Indian gaming across the nation and specific economic impacts that should be addressed, such as taxation, as well as reviewing previous studies by the same author.

Casinos and crime in Wisconsin: What's the connection?

Thompson, W.N. & Gazel, R. (November 1996). Wisconsin Policy Institute Report.

Method: Data Analysis

Region: WI

Regression: Yes

Coverage: Crime

Gaming: Casino (Indian and Non-Indian)

Subjects: Crime

Issues: Cost to society of crime differences between casino and non-casino counties.

Summary: The authors use county-level data to compare crime rates in casino and non-casino counties. They find that violent crimes, burglary, and property crimes increase with the presence of casinos, but there is no significant relationship between casinos and forgery, fraud, embezzlement, vandalism, weapons offenses, gambling offenses, family offenses, prostitution, sex offenses, drug sales, and disorderly conduct.

The economic impact of Native American gaming in Wisconsin.

Thompson, W.N., Gazel, R. & Rickman, D. (1995). The Wisconsin Policy Research Institute, Inc.

Method: RIMS II Modeling

Region: WI

Regression: No

Coverage: Economic/
Social Impact

Gaming: Indian

Subjects: Crime, Problem Gambling, Welfare, Dependency, Unemployment, Profitability

Issues: Demographics of Wisconsin patrons, spending of patrons, per capita payments, job/wage creation.

Summary: One of several studies done by the same team of authors on the impacts of gambling in Wisconsin, this study examines both economic impacts and demographics of casino customers. The study reports a net gain for the State of Wisconsin of \$326.72 million. However, by the authors' calculation, much of that gain is offset by \$318.61 million in social costs. Unable to gain access to primary data from the casinos, the authors relied upon revenue data from other states. They did, however, interview patrons and conduct car counts at the Oneida and Potawatomi casinos. The study found that approximately 80% of gamblers were from Wisconsin, while the remaining 20% were from other states. The authors also surveyed gamblers about their spending habits, and used this information to estimate revenue from casinos. In order to assess economic impact, the authors used RIMS II. Anecdotal evidence is given on the benefits of self-sufficiency and the study includes a summary of diversification and revenue allocation on four different reservations.

Economic contributions of Indian tribes to the economy of Washington State.

Tiller, V.E. & Chase, R.A. (1998). Tiller Research, Inc. & Chase Economics.

Method: Data Summary

Region: WA

Regression: No

Coverage: Economic/
Social Impact

Gaming: Indian

Subjects: Welfare Dependency, Economic Development, State Taxes

Issues: Economic impact in Washington State of reservation economies (incl. gaming) on taxes, wages, employment, business expenditures.

Summary: This study attempts to quantify the total economic impact that Indian tribes in Washington have on the State. The authors rely primarily on official data from 23 of Washington's 27 federally-recognized tribes, and data obtained from the state government. Questions central to the research include: 1) How important is Indian Country to the state's economy?; 2) What are the extent and level of economic activities engaged in by Washington's Indian tribes?; and 3) How diversified is Indian Country's economy compared with that of Washington State? The primary industries examined are gaming, fishing, and timber. Others include construction, retail, finance, insurance, real estate, and the service-sector.

The U.K. gambling industry.

Topham, N. & Donoughue, S. (1996). The University of Salford, Centre for the Study of Gambling & Commercial Gaming.

Method: Data Review

Region: United Kingdom

Regression: No

Coverage: Economic
Impact

Gaming: All

Subjects: Profitability, Taxes

Issues: Assessment of profits and taxes across all gambling sectors.

Summary: This study examines the size and scope of the gambling industry in the U.K., and it breaks down profit and tax revenue by industry sector (betting, off-track betting, lottery, football pools, soccer, bingo, day trading, and electronic gaming machines by locale). It also gives the legal and social history and tax rates for each sector. This study is part of the U.K.'s recent effort to reform its gambling legislation.

Economic and social effects of Indian-owned gaming enterprises in Michigan.

University Associates. (1994).

Method: Data Analysis

Region: MI

Regression: No

Coverage: Economic/
Social Impact

Gaming: Indian

Subjects: Crime, Problem Gambling, Welfare Dependency, Unemployment, Profitability, State Taxes, Charitable Contributions

Issues: Employment and related effects of Indian casinos in Michigan.

Summary: This report, conducted with the cooperation of a number of Michigan's tribes, examines the number of people employed at tribal casinos, their previous employment status, benefits, revenue, payroll, and contributions to state and local communities. It also contains comparisons with data from similar studies done in 1992 and 1993. It asserts that Indian gaming has had a positive impact on local communities and economies.

The hospitality industry's impact on the State of Nevada: A review and analysis.

UNLV International Gaming Institute. (September 1998).

Method: RIMS II Modeling

Region: NV

Regression: No

Coverage: Economic/
Social Impact

Gaming: Commercial

Subjects: Crime, Problem Gambling, Welfare Dependency, Employment (direct and indirect), Profitability, Economic Development, State Taxes

Issues: Importance of the hospitality sector (including gaming) to the Nevada economy.

Summary: This report defines Nevada's hospitality industry as encompassing not only gaming, but also retail, entertainment, recreation, and dining. The authors specifically focus on revenue, tourism spending, tax revenues, licensing fees, and employment in all of the above. The report finds that the hospitality industry is central to the state of the Nevada economy in terms of revenue and employment. The authors briefly address Nevada's crime rate, which they find is lower than the U.S. average when account is taken of the visitor population and problem and underage gambling.

A study of the interaction of gambling and bankruptcy.

US Department of the Treasury. (1999).

Method: Multivariate
Modeling

Region: n/a

Regression: Yes

Coverage: Bankruptcy

Gaming: All

Subjects: Bankruptcy, Unemployment, Profitability
State Taxes

Issues: Impact of casino gambling introductions and intensity of bankruptcy rates.

Summary: This study relies upon the National Opinion Research Center dataset collected for the National Gambling Impact Study Commission to conduct a time-series analysis of the link between gambling and bankruptcy. Neither the intensity of casino gambling nor introduction of casino gambling is associated with bankruptcy rates in this study. A weak association between high-risk gambling and the probability of declaring bankruptcy is found.

The impact of gaming and crime statistics.

Victorian Casino and Gaming Authority. (2000).

Method: Review/Overview

Coverage: Crime

Region: International

Gaming: All

Regression: No

Subjects: Crime, Problem Gambling, Profitability, State Taxes

Issues: Literature review of crime and gambling.

Summary: This study aims to distinguish crimes related to gambling behavior from those committed by gamblers with an unrelated antisocial personality disorder that leads them to criminal activity. This study contains summaries of research done on the subject, and the authors conclude that the literature points to a strong link between problem gambling and crime. The authors examine police records to determine if records on possible gambling-related motivations for crimes are kept and find that none are. The study recommends that data be kept on gambling behavior of criminals to better aid researchers.

Longitudinal community impact study: 1999 report, volume 2: Regional profiles.

Victorian Casino and Gaming Authority. (2000).

Method: Survey

Region: International

Regression: No

Coverage: Economic/
Social Impact

Gaming: VLT/EGM, All

Subjects: Crime, Problem Gambling, Welfare Dependency, Profitability

Issues: Impacts of gaming expansion on employment and wages; public perceptions; growth in gambling expenditures and participation, gaming expenditure change, tourism, and household income change.

Summary: This study is the second part of a two-part report studying the impacts of gambling (specifically, increased video lottery terminal presence and use) in 6 different regions of Victoria, Australia. This section of the study profiles each of the individual areas discussed in Part 1.

Gambling and problem gambling in New York: A 10-year replication survey, 1986 to 1996.

Volberg, R.A. (July 1996). Gemini Research, Ltd.

Method: Survey

Region: NY

Regression: No

Coverage: Problem

Gambling

Gaming: All

Subjects: Problem Gambling, Profitability

Issues: Gambling participation, demographics, and spending; pathological gambling in New York.

Summary: In order to determine whether the incidence of problem gambling had increased over the ten-year period between 1986 and 1996, this study reproduces a 1986 survey by the New York State Office of Mental Health that assessed lifetime gambling and problem gambling within the State. The updated telephone survey was administered to 1,829 adults over the age of 18. The survey instrument covered: types of gambling available, gambling behavior and participation, lifetime and current SOGS screens, indebtedness due to gambling, drug and alcohol use, mental status, and demographic information. The sample was weighted to reflect 1990 NY census data. A comparison of the two sets of results indicates an increase in gambling participation, as well as an increase in lifetime and probable pathological gambling.

Gambling and problem gambling in Oregon.

Volberg, R.A. (August 26, 1997). Gemini Research, Ltd.

Method: Survey

Region: OR

Regression: No

Coverage: Problem

Gambling

Gaming: All

Subjects: Problem Gambling

Issues: Gambling prevalence rates, player demographics, player expenditures, problem gambler demographics and gambling tendencies in Oregon.

Summary: Attempts to measure the prevalence of problem gambling in Oregon using a survey of 1,502 Oregon adults over the age of 18. This survey instrument was divided into four parts. The first asked respondents about their gambling behavior and what types of gambling available in Oregon they had tried. The second and third parts administered the SOGS problem gambling screen and an alternative screen based on the DSM-IV criteria. The fourth part of the survey collected demographic data about respondents. The sample was compared with Oregon state demographic data to ensure that it was representative. The survey results yield a lifetime problem gambler rate of 3.1%, and a rate of lifetime pathological gambling of 1.8%. 1.9% score as current problem gamblers and 1.4% are determined to be current pathological gamblers. When compared with other jurisdictions, the authors find that the current prevalence rates are higher in Oregon than in other jurisdictions.

Gambling and problem gambling among adolescents in New York.

Volberg, R.A. (March 1998). Gemini Research, Ltd.

Method: Survey

Region: NY

Regression: No

Coverage: Problem
Gambling

Gaming: All

Subjects: Crime, Problem Gambling, Youth

Issues: Youth gambler demographics, problems and prevalence in New York.

Summary: Examines the prevalence of gambling-related problems among adolescents (aged 13-17) in New York State, and assesses which games in particular were more likely to cause those problems. From a phone survey of 1,103 New York adolescents, the study finds that, while gambling is illegal for anyone under the age of 18, 86% of adolescents had bet on one or more types of gambling at some time. 2.4% of the respondents were classified as problem gamblers.

***Changes in gambling and problem gambling in Oregon:
Results from a replication study, 1997 to 2000.***

Volberg, R.A. (2001). Gemini Research, Ltd.

Method: Survey

Region: OR

Regression: No

Coverage: Problem
Gambling

Gaming: All

Subjects: Problem Gambling, Demographics

Issues: Comparison of 2000 survey of gambling behavior in Oregon with prior 1997 survey.

Summary: Based on a 2000 telephone survey of Oregon adults 18 and over. The study assesses gambling behavior, problem gambling prevalence (using SOGS and DSM-IV-based questions), and demographic information on survey respondents. Results of the 2000 survey are compared with those yielded by the author's 1997 survey. The author finds that the prevalence of problem gambling in 2000 was lower than in 1997, but not significantly so.

Fifteen years of problem gambling prevalence research: What do we know? Where do we go?

Volberg, R.A. (February 2004). *Electronic Journal of Gambling Research*, 10, 1-19.

Method: Literature/Data Review

Region: n/a

Regression: No

Coverage: Problem Gambling

Gaming: All

Subjects: Problem Gambling

Issues: History of problem gambling research, summary of research results.

Summary: This essay reviews and summarizes research over the last fifteen years on the prevalence of problem gambling. The author charts the development of research methodologies, protocols, and results. She reports that a range of studies supports a link between the availability of gambling and the prevalence of problem gambling. Recommendations are made for improving research on problem gambling, including expansion of sample sizes and ensuring the representativeness of samples.

Assessing self-reported expenditures on gambling.

Volberg, R.A., Gerstein, D.R., Christiansen, E.M. & Baldrige, J. (2001). *Managerial and Decision Economics*, 22, 77-96.

Method: Data Analysis

Region: n/a

Regression: No

Coverage: Problem

Gambling

Gaming: All

Subjects: Problem Gambling, State Taxes

Issues: Estimates of problem gambler spending, prevalence of problem gambling in different games.

Summary: The focus of this report is primarily methodological. It focuses on the accuracy of self-reported expenditures on gambling when contrasted with known spending as measured by revenue. This is an issue of some importance, since a large number of studies on problem gambling, gambling behavior, and a number of studies of the social impacts of gambling are based on self-reported spending estimates. In addition, spending data estimates are central to the estimation of the share of gambling revenue coming from problem gamblers. The authors focus on such methodological issues as: the methods used to classify individuals as problem gamblers; the accuracy of information about expenditures on different types of gambling elicited in surveys; the impact of the sampling frame on estimates of expenditures; and characteristics of different gambling activities that may affect both reporting of expenditures and sampling of players. Several previous studies using self-reporting estimates are critiqued for their methodology, and the authors find that gamblers tend to overstate their spending on everything except gaming machines. In addition, it is found that survey samples do not often access those who engage in extreme behavior.

Gaming in South Dakota: A study of gambling participation and problem gambling and a statistical description and analysis of its socioeconomic impacts.

Volberg, R.A., Stuefen, R.M. & Madden, M.K. (November 1991). Business Research Bureau, University of South Dakota.

Method: Survey

Region: SD

Regression: No

Coverage: Economic/

Social Impact, Problem

Gambling

Gaming: Convenience

Subjects: Bankruptcy, Problem Gambling, Welfare Dependency, Profitability, Economic Development, State Taxes

Issues: Economic and social impacts of convenience gaming in South Dakota; prevalence of problem gambling in South Dakota.

Summary: This report is divided into two segments: a study on the prevalence of problem gambling in South Dakota and an economic impact study. The first compares problem gambling data from South Dakota with those of other states. The authors use a state-wide survey of South Dakotan adults over the age of 18. They find that South Dakota has a 2.8% prevalence rate for problem gambling. The second section looks at horse and dog racing, instant scratch lottery, video lottery, and Deadwood games. Indian gaming is mentioned, but data are omitted from the study based on the premise that it has no fiscal impact on the State. Data on taxable sales for various sectors of the economy for a period between 1984 and 1991 are used to examine economic impacts. Social impacts are also examined.

Gaming in the Mississippi economy: A marketing, tourism and economic perspective.

Von Herrman, D., Ingram, R. & Smith, W.C. (2000).
University of Southern Mississippi.

Method: Survey

Region: MS

Regression: No

Coverage: Economic/
Social Impact

Gaming: Commercial

Subjects: Crime, Bankruptcy, Problem Gambling, Suicide, Unemployment, Profitability, Economic Development, State Taxes

Issues: Contribution of non-Indian casinos to Mississippi's economy.

Summary: Examines the economic, fiscal, and social impacts of commercial casino gaming in Mississippi (Indian gaming is not included in the analysis). Assessment is made of casino-related hotel expansion, retail sales, infrastructure impacts, new construction, housing, tax revenues, job/wage creation, and tourism. Economic losses if casinos closed are also projected. Based on the impact analysis, the author makes recommendations for regulatory change, increasing tourism, further research, and dealing with possible threats to Mississippi casinos. The report does not give indication of local economic conditions before gaming.

The social costs of legalized gambling reconsidered.

Walker, D.M. & Barnett, A.H. (1997). Auburn University.

Method: Review/Overview

Coverage: Social Costs

Region: n/a

Gaming: All Gaming

Regression: No

Subjects: Problem Gambling, Crime, Bankruptcy

Issues: Assessment of social cost quantification methods and omissions.

Summary: This study presents a critical view of the study of gambling's costs, giving an overview of what the author sees as important problems with the methodologies used to calculate *social* costs. The most fundamental problem, as the author sees it, is the lack of a consistent definition of social costs in the field of gambling research. Often, costs listed as social costs are really individual costs, or merely transfer payments and not social costs at all. The author also addresses the weakness of the causal link between gambling and undesirable behavior, pointing to the possibility that the behavior in question might exist regardless of gambling. Lastly, the author identifies some social costs that are typically ignored, such as the properly social costs of legalization (i.e., lobbying for and against gambling), and the distortionary costs imposed by government regulations that create artificial limitations in the marketplace.

New goods and economic growth: Evidence from legalized gambling.

Walker, D.M. & Jackson, J.D. (1998). *The Review of Regional Studies*, 28 (2), 47-69.

Method: Granger Causality Analysis

Region: Multiple U.S. States

Regression: Yes

Coverage: Economic Impact

Gaming: Casino (Indian and Non-Indian), Dog

Racing

Subjects: Profitability, Economic Development

Issues: Statistical tests for causation linking casino and dog racing gambling to economic growth.

Summary: This report analyzes both greyhound racing and casino gambling to determine the relationship between legalized gambling and state economic growth. The data used by the researchers for casinos are from CO, IL, IO, LA, MS, NV, NJ, and SD. For the examination of greyhound racing, the authors use data from AZ, AR, CO, CT, AL, FL, ID, IO, MA, NH, OR, RI, SD and WV. The study finds that both casino gaming and greyhound racing contribute to economic growth.

Adult gambling prevalence in Washington State.

Washington State Council on Problem Gambling. (May 14, 1999).

Method: Survey

Region: WA

Regression: No

Coverage: Problem
Gambling, Other

Gaming: All

Subjects: Problem Gambling, Lottery

Issues: Impact of gambling expansion on pathology.

Summary: This study uses a phone survey of 1,500 Washington adults to determine the nature and scope of gambling behavior and estimate the prevalence of problem gambling in the state. The survey replicates a 1992 survey in order to measure changes in pathology. The study concludes that problem gambling in Washington has stabilized despite the expansion of gambling opportunities. The study was funded by the Washington state lottery.

A study concerning the effects of legalized gambling on the citizens of the State of Connecticut.

WEFA Group & ICR Survey Research Group. (June 1997).

Method: Survey,
Input/Output Modeling

Region: CT

Regression: No

Coverage: Economic/
Social Impact

Gaming: All

Subjects: Crime, Bankruptcy, Problem Gambling, Suicide, Welfare Dependency, Unemployment, Profitability, Lottery, State Taxes

Issues: Survey of gambler behavior and impacts of gambling in Connecticut.

Summary: Employs two separate surveys to determine gambling behavior among state residents and problem gambling prevalence. Results indicate that Indian gaming is the largest and fastest-growing sector of Connecticut's gambling industry. State Lottery revenues have continued to grow, with varying patterns across different games, and the pari-mutuel industry has seen a steady decline. In contrast, Off-Track Betting (OTB) has grown steadily during the period under study (1992-1996). After conducting a telephone survey of Connecticut adults to determine the prevalence of problem gambling, the WEFA group finds that the gambling industry's growth between 1991 and 1996 did not affect the number of problem gamblers as a percentage of the population. WEFA reports that it is unable to satisfactorily quantify social costs of pathological gambling in Connecticut. This is due, in part, to the difficulty of distinguishing between real and pecuniary externalities and the small sample of pathological gamblers yielded by the telephone survey.

Rounding up the usual suspects: A critique of the alleged link between gambling and bankruptcy in 'The personal bankruptcy crisis, 1997.'

Whyte, K. (1997). American Gaming Association.

Method: Analytical critique

Coverage: Bankruptcy

Region: n/a

Gaming: Casino (Indian

Regression: No

and Non-Indian)

Subjects: Bankruptcy, Problem Gambling, Welfare Dependency, Unemployment, Profitability, Economic Development, State Taxes

Issues: Connection between problem gamblers and bankruptcy; casinos and problem gambling prevalence, employment, wages, and local taxes.

Summary: The study observes an inverse relationship between bankruptcies and the growth of gaming revenue. It also critiques inaccuracies and methodological problems in the SMR report. The study concludes that gambling availability and bankruptcies are not positively related and that gambling is not responsible for rising bankruptcy rates.

The impact of casino gambling on at-risk groups in Detroit, Michigan.

Widgery, R. (1998). Social Systems Research Institute.

Method: Review/Overview

Region: MI

Regression: No

Coverage: Social Costs

Gaming: Casino (Indian and Non-Indian)

Subjects: Crime, Problem Gambling, Unemployment, Economic Development

Issues: Impacts of gambling on at-risk groups.

Summary: The study finds that legalized gambling does not have a dramatic impact on unemployment, crime, illegal gambling, and property values. The study provides few sources.

An overview of Indian gaming in New York State.

Williams, R.T. (1999). *Gaming Law Review*, 3, 389.

Method: Review/Overview

Coverage: Other

Region: NY

Gaming: Indian

Regression: No

Subjects: Legal Basis, Land Into Trust, Compacting, and Regulation

Issues: Industry profile, regulation/licensing, legal overview.

Summary: Williams gives a detailed description of Indian gaming's legal background, focusing particularly on New York State. He discusses the procedures for placing land into trust, compacting, and gaming regulation, and gives examples of applications for land to be taken into trust for gaming purposes (Potawatomi, Siletz, Coughatta, etc). He also examines the challenge to the Mohawk compact.

Wisconsin tribal gaming impact on Wisconsin employment.
Wisconsin Indian Gaming Association. (1996).

Method: Data Summary

Region: WI

Regression: No

Coverage: Economic/
Social Impact

Gaming: Indian

Subjects: Welfare Dependency, State Taxes

Issues: Data on employment and related economic impacts generated by tribal casinos in Wisconsin.

Summary: This report was produced as a briefing paper by the Washington Indian Gaming Association to publicize the jobs created by Indian gaming in the state. Consequently, it contains primarily tabular data on employment, with little narrative.

The social costs of gambling in Wisconsin.

Wisconsin Policy Research Institute. (July 1996).

Method: Survey

Region: WI

Regression: No

Coverage: Problem

Gambling

Gaming: All

Subjects: Crime, Problem Gambling, Suicide, Welfare Dependency

Issues: Total costs of problem gambling compared to economic contribution of the gambling industry.

Summary: Attempts to quantify the social costs of gambling in Wisconsin. Based on a random survey of 1,000 Wisconsin adults, the study determines that 0.90% were problem gamblers, and 0.38% were addicted because of the presence of Indian gaming in the State. A second survey of 98 Gamblers Anonymous members is used to estimate an annualized cost per problem gambler. Applying this figure to the study's estimated number of problem gamblers in the State yields an estimate of total cost equivalent to approximately half of the economic benefits to Wisconsin from the gambling industry.