

Stevens, Rhys M. G.

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# Socio-Economic Impacts Associated with the Introduction of Casino Gambling: A Literature Review and Synthesis

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**SOCIO-ECONOMIC IMPACTS ASSOCIATED WITH THE  
INTRODUCTION OF CASINO GAMBLING: A LITERATURE  
REVIEW AND SYNTHESIS**

**By: Rhys M. G. Stevens<sup>1</sup>, B.A., M.L.I.S. & Robert J. Williams<sup>2</sup>, Ph.D., C.Psych.**

1. Librarian, Alberta Gaming Research Institute, University of Lethbridge, Lethbridge, Alberta; Canada; T1K 3M4; [rhys.stevens@uleth.ca](mailto:rhys.stevens@uleth.ca)
2. Professor, School of Health Sciences & Node Coordinator, Alberta Gaming Research Institute, University of Lethbridge, Lethbridge, Alberta; Canada; T1K 3M4; [Robert.williams@uleth.ca](mailto:Robert.williams@uleth.ca)

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## INTRODUCTION

*“Knowledge of gambling’s impact enables the determination of the healthiest gambling policy – a policy in which the tradeoff between the harm and good of gambling expansion provides the maximum public benefit” (Azmier, Kelley, & Todosichuk, 2001, p.3).*

This review is an attempt to comprehensively identify and synthesize the literature examining the socio-economic impacts associated with the introduction of casino-style gambling. Search terms used for the literature review included but were not limited to the following keywords and subject headings / descriptors: “gambling”, “gaming”, “casino”, “casinos”, “casino gambling”, “casino gaming”, “socioeconomic”, “socio-economic”, “social”, “economic”, “effects”, “impacts”, “introduction”. It should be noted that each database generally uses its own terminology which makes searching unique. The academic literature on the socio-economic impacts of gambling is quite extensive and an effort was made to limit results to articles and reports published after 1990 that related specifically to casino-style gambling. The electronic databases searched were as follows:

AGRI DSPACE Repository @ the University of Calgary – <http://dspace.ucalgary.ca>  
 Australian Gambling Research Secretariat -- <http://www.gamblingresearch.org.au/>  
 ABI / Inform  
 Academic Search Premier  
 Canadian Research Index (Microlog)  
 Gambling Literature Database – <http://gaming.uleth.ca>  
 EconLit  
 Expanded Academic ASAP  
 Ingenta  
 JSTOR  
 Medline  
 National Criminal Justice Reference Service Abstracts  
 PsycINFO  
 ProQuest Digital Dissertations  
 ProQuest Nursing Journals  
 Science Direct  
 Sociological Abstracts  
 University of Lethbridge Library Collection  
 Web of Science

A total of 181 articles were identified that bear directly on this issue. Much of the available literature in this area indicates that these impacts have both positive and negative effects on individuals and communities as a whole. The first section of this paper summarizes what is known about the methodological problems of this research endeavour. The second section summarizes what has been found with regard to economic and social impacts. The third section provides an exhaustive bibliographic list of studies in this area.

## METHODOLOGICAL PROBLEMS IN SOCIO-ECONOMIC IMPACT STUDIES

### **What to measure**

The introduction of any new economic activity has pervasive economic and social ripple effects throughout a community. Many studies (e.g., Arthur Anderson, 1997; Littlepage, Payton & Atibil, 2004; Spilde, Taylor & Grant, 2002) are limited by their failure to evaluate anything other than the most apparent and obvious impacts that are easily quantifiable in monetary terms (e.g., employment, government revenues, etc.).

*Remedy: Be comprehensive, cast a wide net.*

### **Difficulty in isolating the effects of gaming**

Most socio-economic impact studies simply examine the pre and post changes in a community after the introduction of a new gaming venue. However, there are a multitude of economic and social forces at work that account for social/economic changes in a community in any given time period. The introduction of a new casino is usually just one of many catalysts. Furthermore, the attribution of specific ripple effects to the casino or other forces becomes a very difficult task.

A much stronger methodology is a matched control comparison where changes in the community receiving the gaming establishment are compared against changes in an economically, socially, and demographically similar community that did not receive a new gaming establishment. This has some of its own complications, however, as there may be baseline attitudinal differences in communities that receive/don't receive casinos. Also, the control community must be far enough away so as not to be secondarily impacted by the introduction of the casino in the first community. This geographic separation makes it somewhat more difficult in finding a community that is a good match. Even with these limitations, however, control communities provide value in helping to triangulate the results.

*Remedy: Use both pre-post and control community comparisons.*

### **How to measure it**

There is considerable ongoing debate about how the economic and social costs and benefits are properly assessed, valued, defined, and measured. There currently does not exist an agreed-upon methodology for performing socio-economic studies of the casino gambling industry. Some contend that these problems are so serious that legitimate conclusions about the socio-economic effects of gambling cannot currently be made (Alcohol & Gaming Authority, 1998; Dense, 2004; National Academy Press, 1999; Walker, 2003; Walker, 2004). Other people (e.g., Collins and Lapsley, 2003) propose a circumscribed analysis that explicitly quantifies only those impacts that are unambiguous and quantifiable.

Social costs and benefits are particularly problematic (Eadington, 1998). The impacts are fairly apparent; the difficulty comes in their measurement and quantification. For example, how do you measure and quantify the psychic trauma associated with being a problem gambler; the impact a problem gambler has on his/her family; the benefits of having a more convenient source of entertainment; etc. Although several authors have attempted estimates of the social costs attributable to problem gamblers, none has actually defined the term social cost, and many of the economic constructs applied to these social effects often seem artificial and inappropriate to noneconomists.

*Remedy: Impacts need to be measured and quantified in a way that is most appropriate for and best captures that impact. In some cases, description as opposed to quantification may be needed to capture certain impacts.*

### **Combining costs/benefits**

Combining costs/benefits from various impact areas to arrive at an overall estimate is an even more difficult and contentious problem. To do this type of numerical addition requires that a) the valuation methodology is equivalent across the areas being combined, and b) the same form of quantification is used (e.g., money). The second criterion is particularly difficult to achieve, as some social costs/benefits have no meaningful monetary equivalency. Two academics active in this area of research have been Douglas Walker and Andy Barnett. Walker and Barnett have been particularly critical of many existing cost-benefit studies that have been attempted by authors such as Goodman, Grinols, Kindt, Thompson, and others. In place of arbitrary monetary estimates of gambling's social costs, they argue effectively for a rigorous application of a classical welfare economics definition social costs. This definition defines a social cost as "the amount by which that action reduces aggregate societal real wealth." The work of Vaillancourt & Roy (2000) uses this latter type of methodology to produce a cost-benefit analysis of gambling in Canada for the years 1990 and 1995. Though persuasive, this definition of social costs has been challenged by Richard McGowan on the grounds that not all of the effects of pathological gambling are measurable – especially the "psychic costs." Smith and Wynne (2000, p. 11-22) provide an excellent summary of some of the more salient points in this debate.

*Remedy: Strive for common quantification and combination of costs/benefits as much as possible. However, there almost certainly needs to be more than one form of quantification (e.g. total money cost/benefit; total quality of life increase/decrease; % increase in suicides; etc.).*

### **Too narrow a time window**

It is unclear how long it takes for all the impacts to manifest themselves. However, there is good evidence that social impacts take much longer to appear than economic impacts (e.g., Stokowski, 1993). For example, on average it takes 6 years of gambling before a social gambler becomes a problem gambler (National Research Council, 1999).

Furthermore, some impacts may reverse themselves with time. For example, in a resilient economy, industry typically repositions itself after a while to thrive in the new marketplace. Also, there is evidence from several jurisdictions that the rates of gambling and problem gambling sometimes decline with extended exposure (and/or with additional competition).

*Remedy: Strive for as long a time window as possible, with a minimum period of a couple of years. Analyze effects by year to establish trends. Qualify all findings as being applicable to the time window examined.*

### **Too narrow a geographic focus**

Most studies have examined the impacts on the specific areas where gaming venues have been introduced without consideration of larger regional impacts. Some economists contend that economic gains in one locale can only occur at the expense of other locales. Others dispute this, arguing that economic development can occur in the absence of wealth transfer from other regions (Grinols, 2004; Walker & Jackson, 1998).

*Remedy: Make some effort to examine larger regional impacts. There is value in most impact studies to actually determine the geographic range that a new gaming venue has an impact on. Patronage origin provides some direct guidance about how large this range should be. The Business Impact section (see below) provides further guidance.*

### **Socio-economic impacts tend to be somewhat specific to the type of gambling introduced**

Not all gambling formats are alike. Evidence suggests that the various forms of gambling produce different types and levels of socio-economic impacts (Collins & Lapsley, 2003). Gaming machines have tended to generate more revenues, but also tend to be associated with more social problems. Likewise, each of the three distinct types of casino-style gambling identified by Eadington (1998) have different implications. The three styles are:

- destination resort casinos in rural or remote areas
- urban casinos and;
- widespread placement of gaming devices in specified locations throughout cities and communities.

Destination resort casinos are most commonly associated with cities such as Las Vegas and Atlantic City. They tend to be strongest at job creation and at mitigating the negative local social consequences associated with gambling. The literature indicates that these casinos have their most pronounced economic development effects in natural tourism areas that generate a large volume of business from outside of their own regions (Room, Turner, & Ialomiteanu, 1999; Eadington, 1996; Ackerman, 1997).

Many urban casinos operate as monopolies in their local market and therefore produce high profit rates and strong economic performance (Eadington, 1995; d’Hautesserre, 1998). However, they are more likely to create a monetary loss in the local economy

(Gazel, 1998). Job creation and economic developments are less for urban casinos than their destination resort casino counterparts.

Gaming devices have quite different economic impacts from those of casinos. Slot machines and other electronic gaming machines positioned outside of casinos tend to create relatively few new jobs and fewer economic spin-offs (KPMG, 2002; Alcohol & Gaming Authority, 1998). They are, however, able to raise substantial tax revenues for governments as the devices can provide greater access to gaming and low operating costs (Eadington, 1998).

### **Poor quality research**

Much of the literature on this topic has been funded by groups who have a vested interest in study outcomes. The majority of research has not been properly peer-reviewed and disseminated in peer-reviewed journals. In their examination of the literature Smith and Wynne (2000) noted that there has been “a continuum of claims regarding the economic impact of casinos” (p. 7). At one end, industry-commissioned studies tend to describe the positive economic benefits and few costs are admitted. Examples of such studies are those performed by Arthur Anderson (1997) and the Evans Group (1996). At the opposite end of the continuum, anti-gambling advocates like Goodman (1994; 1995) take the perspective that the economic benefit of casino gambling to communities is grossly overstated. Eadington (1995) characterizes most studies in this area as “lacking in objectivity or in the degree of social scientific rigor that they purport to utilize” (p. 51).

Grinols (2004) comments that some of the research is reminiscent of research concerning the economic impacts of introducing major-league sports teams into a community. Although there is widespread belief that sports facilities are an engine of local economic development, there is a lack of independent academic support sufficient to justify the large public outlays.

*Remedy: Biased research and the methodological shortcomings of nonbiased research mean that findings from the existing literature need to be interpreted with considerable caution. Much of their value lies in sensitizing researchers to the methodological issues that need to be addressed and to the range of variables that could be potentially impacted (and therefore measured) by the introduction of new gaming venues.*

## REPORTED SOCIO-ECONOMIC IMPACTS

### Employment Impacts

The question of how the introduction of casino gambling impacts job creation and employment is the subject of some debate. Studies suggest that there are often employment gains (Garrett, 2004; McMillen, 1998; NORC, 1999; Snyder, 1999; KPMG, 1995). Not surprisingly, the greatest and most unambiguous employment benefits tend to occur in depressed or struggling areas (e.g., Aboriginal Reserves) where unemployment rates are high (PSGSC, 2000; Eadington, 1995; National Academy Press, 1999; Hall & Harmon, 1996) although employment growth may be volatile (Snyder, 1999). Casinos that draw labour from outside of the local area, however, leave local employment conditions unchanged if this labour does not relocate (Garrett, 2003; 2004). The wages of these out-of-jurisdiction employees may also be spent outside the region, resulting in a net outflow of money.

Banks (2002) and others (Garrett, 2003; Grinols, 1994; 1996) have pointed out that gambling often does not create new jobs. Existing jobs in retail, entertainment and food service sectors of the economy are often displaced or “cannibalized” by the gambling industry as spending patterns shift to casino gambling. Furthermore, it is important to note that these new casino jobs are typically low skilled and low paid compared to some of the jobs they are displacing (Marshall, 2001). On the other hand, job losses in one sector may sometimes be offset by gains in industries such as construction, tourism, transportation, and public utilities (Browne & Kubasek, 1997; National Institute of Economic and Industry Research, 1997a). A flaw in much of this empirical work is that it fails to establish what employment levels would have been in the absence of casinos (Grinols & Mustard, 2001; Taylor, Krepps, & Wang, 2000, p. 9).

When net new jobs are actually created, the additional wages of employees have positive spin-offs in the local economy as well as in increased tax revenue. Employment for the unemployed also has obvious social benefits for the employee and his/her family.

### Variables to be measured

1. *Direct employment in the new gaming establishments.*
  - *actual employment numbers*
  - *pre-employment status of new employees (employed/unemployed; what industry they were previously employed in; where they were living prior to casino employment)*
  - *current residency of employees*
  - *average salary of gaming employees at new establishments*
2. *Pre and Post-employment levels for industries most typically affected by the introduction of new gaming establishments:*
  - *tourism (e.g., car rental, sightseeing, etc.)*
  - *hospitality (e.g., hotels, restaurants, lounges)*
  - *other entertainment (movie theatres, bowling, etc.)*
  - *other gambling (bingo, lotteries, horseracing)*
  - *construction industry*



3. *Pre, Post and control region business bankruptcy rates.*
4. *Pre, Post, and control region rates of unemployment and welfare*

### **Industry Impacts**

Many of the impacts on employment mirror the impact on industry more generally. Many casinos offer hotels, restaurants, and retail outlets in addition to their traditional gambling activities. These amenities and actual casino gambling spending are in potential competition for the consumer dollar with other forms of gaming, hospitality, and retail businesses located in the vicinity of the casino. A “displacement effect” is described by Eadington (1998, p.5) as occurring when consumers substitute their spending from one local sector to another. However, this type of displacement or cannibalization is not necessarily a bad thing. It is a normal feature of a flexible economy that is responsive to the changing desires of consumers. A shift from less to more preferred goods and services can contribute to economic growth as resources flow to their highest-valued uses (Walker, 1998). Economic development occurs if the new activity results in something of greater value than what it is replacing (e.g., higher profits, higher wages, higher property values) (Grinols, 2004).

It must also be realized that while casinos can negatively impact certain businesses, there is evidence that they may also benefit others. These include tourist-oriented businesses (e.g., sightseeing tours), transportation (e.g., taxi, car rental), the hospitality industry (hotels, restaurants, lounges), and the construction industry (KPMG 1995; 2002; NORC, 1999; McMillen, 1998). It must also be realized that if a casino is placed in an underserved area without a lot of competing businesses (e.g., Aboriginal reserve) then this initiative may spur the creation of complementary services.

Specific case studies indicate that casino-style gambling appears to have a particular impact on revenues and employment of other gambling sectors such as horse racing and bingo (KPMG, 1995; McMillen, 1998; National Institute of Economic and Industry Research, 1997a; NORC, 1999; Murray, 1996; Rose, 1999). In the case of horse racing, a common response to the competition of casinos has been for the industry to bring electronic gaming machines to the track and to seek reductions in pari-mutuel taxes (Murray, 1996).

Grinols & Ormorov (1996) found that casinos “are associated with a drop in general merchandise and miscellaneous retail and wholesale trade within 10 miles of the casino” based on tax receipt data collected by the State of Illinois (p. 11). In contrast, automotive and filling-station sales showed a significant gain, with mixed results in other sectors. A Minnesota study found that business volume fell at restaurants located within a 30 mile radius of casinos with food service (Anders, 1998). A Missouri study provides evidence of substitution between gambling and other businesses but only in the entertainment and amusement sector (Siegel & Anders, 1999). Similar studies (Teske & Sur, 1991; Blevins & Jensen, 1998) also reported the number of retail businesses in both large and small communities had declined drastically after casinos were opened. Grinols (2004) has provided some guidance concerning the geographic range of these impacts for

nondestination casinos by calculating the typical expenditure per patron as a function of frequency of visitation and casino distance. He estimates that revenue falls by about 30 to 35 percent when the distance from the casino is doubled. Thus, roughly 80% of the expenditure comes from 15 miles; 85% from 35 miles and 90% from 55 miles.

Different findings were obtained in the Australian State of Victoria where little evidence was found that increased gambling expenditures affected the retail industry, but gambling spending was a key contributor to a reduction in the personal savings rate (National Institute of Economic and Industry Research, 1997b). Hashimoto and Fenich (2003) found that revenue in local restaurants in Mississippi actually increased after the introduction of casinos. In Windsor, Ontario downtown retail businesses reported an increase in sales one year after the casino was opened (KPMG, 1995).

It is also very important to understand the origin of gaming establishment patronage. Gaming establishments that draw a significant portion of their patronage from outside the jurisdiction are more likely to be drawing new money and wealth to the community rather than redirecting money from other local businesses (Grinols, 2004; McMillen, 1998; KPMG, 1995). Eadington (1995) observes that casinos tend to have the greatest beneficial economic impact when they are located in natural tourist areas with existing tourist infrastructures. Some people go as far as arguing that unless gambling venues draw a substantial portion of their wagers from outside the local market, there can be little net economic stimulation (Eadington, 1996; McMillen, 1991). The other major benefit of 'outside' money is that the social problems created by gambling go home with the tourist, rather than impacting the local social service and health care system. High rates of non-resident patronage are characteristic of Las Vegas casinos as well as certain Native-owned casinos in the United States. The Foxwoods and Mohegan Sun in Connecticut have produced spectacular financial results for their bands by attracting gambling day-trippers from neighboring urban centres where casinos are not allowed. It should be noted, however, that many Native casinos do not create large profits either because they do not have a market monopoly or because they are located too far from large cities (Anders, 1998; Gonzales, 2003; Cozzetto, 1995; Henriksson & Lipsey, 1999).

In a similar fashion, new gaming establishments that entice local gamblers to spend their money in a local casino rather than an outside casino are retaining 'new' money. This is not always a straightforward relationship, however. A study by Hunsaker (2001) found that consumers who gambled at local riverboat casinos were also found to be more likely to visit actual destination casino resorts in the future.

Researchers typically use economic multipliers to represent the spin-off impacts that a casino can provide for a community when gaming revenues come from outside the community (Gazel, 1998). These indirect impacts on the local economy are made up of such things as secondary employment created in the community by casino industry spending on wages and services. Researchers generally do not create their own multipliers and commonly use multipliers already calculated by other sources such as IMPLAN or RIMS II (Gazel, 1998). However, as more locations offer casino gambling, more and more markets will become predominantly local or regional markets. Thus, the

multiplier effects derived from the exportation of gambling services will diminish and be replaced by local consumption (Eadington, 1995). This has led to some researchers concluding that the benefits of economic multipliers are often overstated (Dubois, Loxley, & Wuttunee, 2002; Azmier, Kelley, & Todosichuk, 2001).

The purchase of supplies is often neglected in socio-economic studies. Gaming establishments spend significant amounts of money on food, liquor, entertainment, furniture and gaming supplies. Gaming machines themselves cost tens of thousands of dollars each and are typically replaced every few years. Supplies that are purchased locally are beneficial to the local economy. Supplies that are purchased outside the jurisdiction result in a net outflow of money.

The disposition of gaming profits is rarely considered in impact studies. However, the reality is that many casino owners reside outside the jurisdiction and reinvest a significant portion of their gaming profits in business ventures that are also outside the jurisdiction.

#### Variables to be measured

1. *Revenues in the new gaming venues.*
2. *Origin and cost of supplies and servicing for the new gaming venues (gaming machines, table games, furniture, food, liquor).*
3. *Disposition of gaming revenues (i.e., extent to which industry profits are redirected back into the community in the form of further private business investment).*
4. *Pre, Post, and control community revenues in industries most typically affected by the introduction of new gaming establishments:*
  - *tourism (e.g., car rental, sightseeing, etc.)*
  - *hospitality (e.g., hotels, restaurants, lounges)*
  - *other entertainment (movie theatres, bowling, etc.)*
  - *other gambling (bingo, lotteries, horseracing)*
  - *construction industry*
5. *Change in actual number of businesses in the sectors most typically affected by the introduction of new gaming establishments.*
6. *Gaming patronage*
  - *residency*
  - *frequency of visitation*
  - *average expenditure*
  - *other expenditures (do they stay in a local hotel; where do they eat; do they rent a car; what other activities do they take in on their visit; self-reported changes in leisure spending since introduction of the new gaming venue)*
  - *problem gambling status*

#### **Government Impacts**

Governments generate revenues from casino gambling in several ways. The first way, which is the predominant method in European countries and by State governments in the U.S., is through the taxation of casino revenues and casino winnings. Casino taxation rates in Europe tend to be much higher than the United States. It should be pointed out

that, in Canada, gambling winnings are not taxed (Henricksson, 2001). A second way is by governments becoming directly involved in the ownership or operation of gaming. This is the predominant method in Canada. Most provincial governments directly receive the majority of revenue generated from gaming machines and casino gambling (KPMG, 1995; Azmier, 2001). They incur costs, however, in regulation and supervision of gaming (Collins & Lapsey, 2003).

The disposition of these revenues is again an important consideration. Governments typically redirect gaming revenue back to the public in the form of government services (health care, education, etc.). However, if gaming revenues are primarily collected provincially or federally (rather than by the municipality) and redistributed provincially or federally, then there is a good chance that there will be a net outflow of money from the local community. Some jurisdictions compensate for this by providing municipalities with a guaranteed percentage of the profits. A somewhat different situation exists for First Nations' casinos. These casinos are not required to pay federal or state taxes although some have negotiated revenue-sharing agreements (Anders, 2002, p. 205; Anders, Siegel, & Yacoub, 1998). In Canada, First Nations' casinos are entitled to keep a greater share of casino profits than mainstream casinos but can only spend these proceeds on community development projects (Kelley, 2002; Belanger, 2002).

As mentioned earlier, the introduction of one form of gambling often adversely impacts revenues on other forms. Many governments are involved in the operation of lotteries. In one Canadian study, it was found that the frequency of participation in lotteries decreased significantly among residents in a jurisdiction where a new casino opened (Jacques, Ladouceur, & Ferland, 2000). On the other hand, evidence from locales in the U.S. indicated that the introduction of commercial casinos had a negligible impact on lottery sales and lottery-generated revenue (Dense, 1999; Centre for Policy Analysis, 2004).

#### Variables to be measured

1. *Taxation*
  - *Net increase in tax revenues across all sectors.*
  - *disposition of tax revenues locally, provincially, federally*
2. *Direct government gaming revenue*
  - *disposition of direct gaming revenues locally, provincially, federally*
3. *Gaming patronage*
  - *expenditure as a function of socioeconomic status*

#### **Infrastructure Impacts**

Additional infrastructure required for new gaming establishments can include the need for improved roads, traffic lights, utilities, fire services, and police protection. Areas most vulnerable to the infrastructure requirements of casinos and the accompanying tourists are small towns, whose roads, public services and parking facilities are usually not capable of meeting the demands that casinos place on them (Browne & Kubasek, 1997; Snyder, 1999). Infrastructure costs tend to be very difficult to estimate since it is

problematic to determine what proportion of expenditures actually result from the presence of the new gaming venue (Gazel, 1998). It is also important to realize that not all increased infrastructure costs can be construed as negative, as some of this increased infrastructure provides additional utility to the community.

In calculating infrastructure costs it is again important to understand how these costs are paid for. If these costs are financed through municipal taxation then it is a local cost (Azmier, Kelley, & Todosichuk, 2001). However, if they are financed provincially or federally then it is an economic gain. Ongoing infrastructure maintenance is another cost that must be attributed to a source. Increased traffic flow also usually increases frequency of maintenance. These costs most typically fall under the responsibility of the community (City of Vancouver Casino Review, 1994).

*Variables to be measured:*

1. *Pre, Post, and Control Community Infrastructure costs*
  - *road development and maintenance*
  - *utilities (power, water, sewage) development and maintenance*
  - *fire services*
  - *police services*
  - *proportion of these costs borne by the local municipality*

**Property Value Impacts**

Most of evidence from the literature suggests that the presence of casinos drives up the price of both real estate and rental rates for personal and business accommodations in adjacent casino neighborhoods (Snyder, 1999; Browne & Kubasek, 1997; McMillen, 1998). Very few studies have found that the value of residences nearby casinos fall but those that do generally cite reasons such as increased light, noise, traffic, and parking difficulties (Claurette, 1998 as cited in Azmier, Kelley, & Todosichuk, 2001). The extent to which this rise or fall in values is a direct impact of a casino is not always apparent (McMillen, 1998).

Increases in property values tend to benefit property owners, but may negatively impact elderly and low-income populations in rental accommodations. An increase in property value also generally tends to raise the amount of property taxes collected by local and municipal governments (Clynch & Rivenbark, 1999).

*Variables to be measured:*

1. *Pre, Post, and Control community property values.*
2. *Pre, Post, and Control community rental rates.*
3. *Pre, Post, and Control community property tax revenue.*

**Leisure Activity Impacts**

The literature frequently mentions that increased entertainment value and entertainment options are major benefits for individuals who engage in casino gambling as a form of

recreation (Banks, 2002; Hawke, 2000; Eadington, 1999). Such an increase in the menu of consumer goods and services represents an increase in real income from an economic perspective, whether or not people approve of the good or service in question (Walker & Barnett, 1999). However, in a community's overall cost-benefit calculation, "the consumer surplus portion of benefits derived from consumption of gambling services tends to be discounted; the extent of discount is related to the strength of moral criticism that gambling receives in the society considering it" (Eadington, 1999, p. 186). Another likely reason for this discounting of leisure-related benefits is due to their intangible nature.

*Variables to be measured:*

1. *Utilization rate of this new form of entertainment.*
  - *number of patrons per year*
  - *patronage origin*
2. *The degree to which this new form of entertainment supplants less desired forms of entertainment.*
  - *patrons self-report of changes in entertainment time and money expenditure*
  - *revenue changes in competing entertainment venues*
3. *The degree to which people report they value this new entertainment option (see Attitudinal Impact section).*

**Attitudinal Impacts**

Gambling is a value-laden activity. Not all individuals or groups support gambling as a legitimate consumer activity and some would consider it immoral and potentially a corrupting influence on society (Louishomme, 2003). Some people also question whether government-sponsored gambling is compatible with government's mandate to serve the people. They point to the fact that a) the introduction of gaming can negatively impact the revenues of private industry and, b) between one-quarter and one-third of gaming revenue comes from problem gamblers (Williams & Wood, 2004a; 2004b). On the other hand, there are other people who argue that gambling revenue is essentially a form of 'voluntary taxation', which is preferable to mandatory taxation, especially if it allows for a reduction in the latter (Collins & Lapsley, 2003; Azmier, Kelley, & Todosichuk, 2001; Garrett, 2003). However, this may also be a form of regressive taxation if casino patronage is disproportionately from lower socioeconomic classes.

The impact of casino gambling on people's attitudes does not appear to be uniform between or within communities. For example, individuals' responses to casino gambling survey questions vary both by community and by position within the community (Giacopassi, 1999). Results from the majority of research studies seem to suggest that casino gambling has a neutral effect on the attitudes of most citizens (Nichols, Stitt, & Giacopassi, 2002; Room, Turner, & Ialomiteanu, 1999; Roehl, 1999). Overall, economic-related indicators are largely perceived positively and crime and problem gambling-related indicators were perceived negatively. A study by Perdue, Long and Kang (1999) described an initial negative change in perceptions of quality of life as the community experienced the transitional stress of rapid casino development followed by

positive change as the community and its residents adapted to their new situation. In a study by Govoni, Frisch, Rupcich, & Getty (1998), community approval rose during the one year period after the casino's opening. When viewed over periods of five or more years, residents' support of legalized gambling and tourism development declines (Hsu, 2000).

Eadington (1995) states that "if a jurisdiction does not want to accept the activity of casino gambling in its own right – as a legitimate consumer activity in which people can choose whether or not to participate – then it is probably a bad idea for that jurisdiction to approve casino gambling regardless of the economic benefits that might come along with legalization" (p. 52).

*Variables to be measured:*

1. *Pre and Post general populace attitudes concerning the introduction of a new gaming venue (and perhaps the fact that it is government sponsored or government owned).*

**Criminal Justice System Impacts**

It has been reported that casinos and horse racing tracks are susceptible to crime occurrences such as counterfeit currency, credit card crimes, thefts, assaults and disruptive behavior, and money laundering (Smith, 2003). An increase in such crimes could lead to impacts on policing, legal, and incarceration costs for communities (Walker & Barnett, 1999). A major problem with the reported statistics on crime and gambling is how they are calculated. Tracking systems generally do not collect data on the specific causes of these incidents (GAO, 2000). Such ambiguity makes arriving at a conclusion on whether casinos cause crime virtually impossible (Browne & Kubasek, 1997).

Current evidence from the literature suggests that presence of legalized casino-style gambling in a community does not inevitably increase crime rates upon its introduction (Stitt, Nichols, & Giacomassi, 2003; Wilson, 2001; Miller & Schwartz, 1998; Curran & Scarpitti, 1991) but this relationship is still poorly understood. Several studies (Friedman, Hakim, & Weinblatt, 1989; Gazel, Rickman, & Thompson, 2001) found that crime levels were higher in casino communities and surrounding jurisdictions. Others report that they were lower and public safety actually improved (KPMG, 1995, 2002; McMillen, 1998). It is still unclear whether casino gambling behaviour produces increases in crime or whether crime increases are simply the product of huge increases in tourist visits (Stokowski, 1996). The significant growth in crime rates in Tunica, Mississippi was thought to be at least partially a result of the growth of transient casino visitors (Snyder, 1999).

In their analysis of crime and gambling, Smith and Wynne (1999) determined that the expansion of legalized gambling had a dampening effect on certain illegal gambling formats, a negligible influence on others, and occasionally stimulated the growth of illegal gambling. In a study of the two New Zealand casinos, their opening led to the closure of illegal card games and underground casinos (McMillen, 1998).

Little longitudinal evidence is available discussing long-term criminal justice system impacts related to the casino gambling industry. It is speculated that the number of problem gamblers will increase with time and the costs associated with the gambling industry will also rise (Ryan & Speyrer, 1999).

*Variables to be measured:*

1. *Pre, Post, and control community crime rates by category.*
2. *Changes in Police costs.*
3. *Prosecutions and incarcerations related to gambling (if available).*
4. *Prosecutions related to illegal gambling.*

**Health Care Costs**

Problem gambling is a disorder that affects only a small proportion of the population but it can have huge impacts on affected individuals and on communities (Azmir, Kelley, & Todosichuk, 2001; NRC, 1999). Actually attributing problem gambling impacts to the act of casino gambling is difficult because a) most problem gamblers engage in a wide variety of gambling activities and, b) many of the individuals who suffer from a gambling disorder also suffer from several other co-morbid disorders such as substance abuse (especially alcoholism) and mental health problems (especially depression) (GAO, 2000; Australian Productivity Commission, 1999; Committee on the Social and Economic Impact of Pathological Gambling, 1999; Crockford & el-Guebaly, 1998).

The introduction of casino gambling can have impacts on health care services if this introduction leads to a direct increase in the amount of problem gambling-treatment. The provision of treatment leads to costs imposed on residents who are gamblers and non-gamblers alike (Grinols, 1995).

There is a great deal of difficulty in determining the extent to which problem gambling is increased by the legalization of casinos (Eadington, 1999) and if this increase stimulates a demand for increased treatment services. Studies have used various indicators to determine changes in problem gambling rates after the introduction of a casino to a community. Toneatto, Ferguson, and Brennan (2003) found the introduction of a new casino in the community increased the SOGS<sup>1</sup> scores for subjects who gambled most frequently on such casino-related gaming as slot machines, cards, and casino games. In a separate study, Lester (1994) established an association between the opportunity to gamble at casinos and a greater per capita increase in Gambler's Anonymous chapters. More recently, Jacques, Ladouceur, and Ferland (2000) found that, as opportunities for casino gambling become available in a community, there was increased participation rates and spending on casino gambling by local citizens. In addition to increased spending on gambling, Room, Turner, and Ialomiteanu (1999) found that a casino's opening brought an increase in reported gambling problems. A study of Casino Windsor's one-year impact on the community revealed no significant changes in the rates of problem and pathological gambling (Govoni, Frisch, Rucpich, & Getty, 1998)

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<sup>1</sup> SOGS is an acronym that stands for South Oaks Gambling Screen. This instrument has been frequently used in studies that measure problem gambling.



although the majority of this casino's visitors were tourists.

The other factor that impacts these costs are preventative measures (education, policy) that a jurisdiction has in place to minimize the impact and incidence of problem gambling. Some jurisdictions (e.g., Holland) are much more proactive in this regard than others (e.g., United States). Costs for publicity campaigns to raise awareness about problem gambling and research funding to study the issue can be impacted with the introduction of a casino. It is inappropriate to consider them as social costs or benefits as they are not inevitable consequences of casino-style gambling although it is still useful to identify and quantify them (Collins & Lapsley, 2003).

*Variables to be measured:*

1. *Pre, Post and control community changes in problem gambling prevalence rates.*
  - *random digit dial telephone sampling with sufficient sample size to ensure reliability of the changes (Canadian prevalence rates of problem gambling range between 3-5%).*
2. *Changes in treatment provision for problem gambling*
  - *help-line contacts*
  - *numbers of individuals presenting for treatment at publicly funded treatment services where problem gambling is identified as one of the presenting problems*
  - *estimated number of attendees at Gamblers' Anonymous meetings*

**Costs to the Problem Gambler and his/her Family**

The definition of a problem gambler is that the person experiences significant problems in some aspect of their life as a result of gambling (Ferris & Wynne, 2001). Each problem gambler usually had negative impacts on several other people in his/her immediate social network. The most common problems are financial, mental health, and conflicts with friends or family. The next most common problems are work, school, health, and legal problems (NRC, 1999).

As discussed previously, it is difficult to isolate gambling as the only factor causing these problems because problem gamblers often have other co-morbid behavior disorders (GAO, 2000). Nonetheless, certain impacts seem clear. Problem gamblers commonly experience adverse financial impacts resulting from gambling and commonly drain family savings, abuse credit cards, write bad cheques, and borrow money from family and friends (Azmir, Kelley, & Todosichuk, 2001; NRC, 1999). According to the SMR Research Corporation, 2.5 to 10 percent of annual bankruptcy filings in the United States have a gambling component (SMR, 2001). In their examination of this topic, some researchers (Goss & Morse, 2004; Barron, Staten, & Wilshusen, 2002; Nichols, Stitt, & Giacompassi, 2000) have found that the proximity of casino gambling does appear to be associated with higher individual bankruptcy rates in local areas. In more comprehensive studies based on detailed economic and social variables collected from 100 communities for the U.S. National Gambling Impact Study Commission (NGISC), evidence does not support the hypothesis that the introduction of gambling has impacted county bankruptcy rates (de la Vina & Bernstein, 2002; NORC, 1999; GAO, 2000). The NGISC study did

not report whether there was a cause-effect relationship between gambling and bankruptcy for the general population but found that a higher percentage of pathological gamblers had filed bankruptcy than others in the general population (GAO, 2000). It is speculated that as the gambling industry matures in a region, the number of problem gamblers will increase and the financial impacts associated with the gambling industry may also increase (Ryan & Speyrer, 1999; McMillen, 1998).

Depression and substance abuse are commonly associated with problem gambling (Crockford & el-Guebaly, 1998). In some instances problem gambling directly leads to substance abuse or depression. However, in other cases substance abuse or depression leads to gambling (as a form of escape). In yet other cases a common vulnerability has led to all three. Additionally, while data on family problems and suicide attempts may be available, tracking systems generally do not collect data on the causes of these incidents which make it difficult to establish a link to gambling. Nonetheless, results from several U.S. studies determined that there was some correlation between the number of suicides and the presence of casinos (McCleary, Chew, Merrill, & Napolitano, 2002; Phillips, Welty, & Smith, 1997).

Negative family impacts are common with problem gambling. The problems experienced by the gambler usually have a direct or indirect impact on the family (financial losses, employment problems, legal problems, psychological problems, child neglect). Research conducted for the National Gambling Impact Study Commission in the United States found that 54% of pathological gamblers reported having been divorced, whereas only 18% of the nongamblers were divorced. In addition, there is inter-generational modeling impact in the fact that a significant percentage of problem gamblers have a parent who was a problem gambler (NRC, 1999).

Problem gamblers frequently bring their problems to their place of employment. They may experience a decrease in work productivity or fail to show up for work altogether (Thompson, Gazel & Rickman, 1999; Azmier, Kelley, & Todosichuk, 2001). An economic cost is incurred when a dismissed employee cannot be replaced from the ranks of the unemployed or the dismissed employee draws from unemployment insurance or goes on welfare (Collins & Lapsley, 2003). As with many other individual impacts of casino-style gambling, it is difficult to isolate actual problem gambling impacts from other explanations of poor job-related performance.

Individuals and their families directly impacted by problem gambling may choose to obtain medical treatment or counseling to treat this condition. If treatment is not funded by society itself though government programs these costs are absorbed by the individual.

Individuals can also be impacted when they are the victims of crime which are perpetrated by casino gamblers. Attribution of these crime-related impacts to the presence of casinos in a community is the subject of much debate. Crimes such as theft or embezzlement that can be associated with casino gambling come at the expense of individuals in the community as well as to society as a whole. Victims of crime

experience a personal monetary impact associated with the replacement of their loss as well a more intangible “psychic cost” of being a crime victim.

*Variables to be measured:*

1. *Pre, Post and control community personal bankruptcy rates.*
2. *Change in number or profits of pawnshops.*
3. *Pre, Post and control community suicide rates.*
4. *Pre, Post and control community divorce rates.*
5. *Pre, Post and control community police reports of domestic violence.*
6. *Direct reports from problem gamblers (identified in the prevalence study and patron survey) concerning the financial, psychological, familial, employment, legal and health impacts of their gambling.*

## CITATIONS & ABSTRACTS

*\*\*\* Please note that the majority of these annotations and abstracts have come from proprietary databases. Their use is subject to copyright protection and they cannot be republished in their present format.*

**Reference Type:** Journal Article

**Record Number:** 101

**Author:** Aasved, M. J.; Laundergan, J. C.

**Year:** 1993

**Title:** Gambling and its impacts in a Northeastern Minnesota community: An exploratory study

**Journal:** Journal of Gambling Studies

**Volume:** 9

**Issue:** 4

**Pages:** 301-319

**Call Number:** UofL Main Collection RC 569.5 G35 J68 v. 9 no. 1/4 1993

**Abstract:** This exploratory study was undertaken to assess the effects of legalized gambling in a northeastern Minnesota community and to inform the state's citizens and decision makers of the impacts of gambling. The community, the types of gambling available, and the types of businesses and organizations involved in gambling are described. Annual (1990) amounts of money won and lost, profit margins for various types of gambling, and the resulting economic and social community impacts are discussed. The most consequential findings are the amounts of money spent on gambling (twice the state's per capita average) and the resulting community revenue losses (nearly \$2 million or \$105 per person) annually. Nevertheless, many local citizens want even more gambling opportunities. Public policy and future research issues are raised.

**Reference Type:** Journal Article

**Record Number:** 73

**Author:** Aasved, Mikal J. ; Schaefer, James M. ; Merila, Karen

**Year:** 1995

**Title:** Legalized gambling and its impacts in a central Minnesota vacation community: A case study

**Journal:** Journal of Gambling Studies

**Volume:** 11

**Issue:** 2

**Pages:** 137-163

**Call Number:** UofL Main Collection RC 569.5 G35 J68 v. 11 no. 1/4 1995

**Abstract:** Studied the economic and social effects of legalized gambling in a Minnesota community. The community and the types of gambling available are described. Data on gambling expenditures were obtained from various state agencies. Lottery and casino winners were interviewed to discover how their winnings were distributed. Annual (1991) player losses, profit margins, taxes, and resulting economic and social impacts are discussed. The most consequential findings were estimates of annual player losses (\$3.3 million; \$205 per capita) and community revenue losses (\$2.2 million; \$138 per capita). Per capita lottery and charitable gambling player losses were 9.4% lower than those of a community studied earlier; per capita community revenue losses were 7.6% lower. (PsycINFO Database Record (c) 2002 APA, all rights reserved)

**Reference Type:** Journal Article

**Record Number:** 108

**Author:** Ackerman, William V.

**Year:** 1997

**Title:** Deadwood, South Dakota: Gambling, Historic Preservation, and Economic Revitalization

**Journal:** Rural Development Perspectives

**Volume:** 11

**Issue:** 2

**Pages:** 18-24

**Abstract:** Gambling in Deadwood is responsible for increasing recreational visits and spending, generating nearly 1,800 new jobs in the town and surrounding communities, and boosting tax revenues. Increased tax and business revenues paid for infrastructure improvements and historic preservation that has brought back much of the 1890's Victorian look of the town. Gaming caused the loss of some retail activity and generated parking shortages and traffic congestion, but, overall, it has helped to preserve an important historical landmark and to revitalize the local economy.

**URL:** <http://www.ers.usda.gov/publications/rdp/rdp296/rdp296c.pdf>

**Reference Type:** Report

**Record Number:** 202

**Author:** Adams, P.; Rossen, F.; Perese, L.; Townsend, S.; Brown, R.; Brown, P.; Garland, J.

**Year:** 2004

**Title:** Gambling impact assessment for seven Auckland territorial authorities

**City:** Auckland, New Zealand

**Institution:** Centre for Gambling Studies, University of Auckland

**Abstract:** The following report was commissioned by the seven territorial authorities within the Auckland region to inform the development of their local gambling venue policies required by the recently passed Gambling Act 2003. Under this new Act territorial authorities have specific responsibilities in relation to consents for "Class 4" gambling venues, i.e. local venues providing either electronic gambling machines (EGMs) or race or sports betting. Prior to drafting their gambling venue policies, the Act requires territorial authorities to conduct an assessment of the social impacts of gambling on their communities. The report acknowledges the absence of organised systems for territorial authorities to monitor gambling behaviour and its impact within their districts. Using the best available information, a data collection framework has been constructed that identifies key indicators broken into social, economic, cultural and environmental impacts. Since the processes for collecting information for these indicators have yet to be developed, it is anticipated that this framework could provide a base for territorial authorities in future community impact assessment. The report sets out to collect information from sources that are currently available. It summarises local and international literature on the impact of gambling on communities. It collates information from databases on population characteristics, the allocation of community benefit funds by the six main "National Gambling Machine Trusts" (NGMTs), and trends in help-seeking for problem gambling within each territorial authority district. It also summarises a series of stakeholder workshops, which sought public views on the future role of territorial authorities with respect to Class 4 gambling.

**URL:** [http://www.gamblingstudies.co.nz/res\\_pdfs.html](http://www.gamblingstudies.co.nz/res_pdfs.html)

**Reference Type:** Report

**Record Number:** 168

**Author:** Alcohol and Gaming Authority

**Year:** 1999

**Title:** Annual Gaming Report 1998-1999 Volume 1

**City:** Dartmouth, NS

**Institution:** Alcohol and Gaming Authority

**Call Number:** UofL Main Collection HV 6722 C33 N693 1997/98 v. 1

**Abstract:** This report is divided into six chapters. In the Introduction (Chapter 1), the reader is provided with an overview of the past year, information about the Province's gaming industry and about the Authority. This chapter also includes a progress report on the status of recommendations included in the Authority's 1997/98 Annual Report. Chapter 2 provides a financial breakdown of the business of gaming, including an analysis of each type of legal activity in Nova Scotia. In Chapters 3 and 4, the Authority gets to the heart of its research mandate; presenting an analysis of studies assessing the public's interests, attitudes and reactions to gaming activities in the Province and assessments of the social, health, justice, economic and environmental effects of gaming in Nova Scotia, respectively. Chapter 5 contains an overview of gaming trends in other jurisdictions and of issues impacting on the industry. Chapter 6 sets out

the recommendations resulting from the Authority's observations this year.

**Notes:** Chapter 4. Assessing Impacts

**URL:** <http://www.gov.ns.ca/aga/AnnualReport/Gaming%201999%20Report.pdf>

**Reference Type:** Journal Article

**Record Number:** 76

**Author:** Anders, G. C.

**Year:** 1998

**Title:** Indian gaming: Financial and regulatory issues

**Journal:** Annals of the American Academy of Political and Social Science

**Volume:** 556

**Pages:** 98-108

**Abstract:** For 124 Indian tribes, casino gaming has become an important source of revenue as a result of the Indian Gaming Regulatory Act (IGRA) of 1988. This article reviews the judicial and legislative history of Indian gaming. Second, it examines regulation and oversight of Indian gaming. Next, it provides examples of the uses of gaming revenue. Then it considers the positive and negative impacts of casinos on Indian communities, local businesses, and states. Finally, it discusses the conflict over the sovereignty of Indian tribes as it relates to amending IGRA.

**Notes:** Fulltext available in Expanded Academic ASAP

**Reference Type:** Book Section

**Record Number:** 160

**Author:** Anders, G. C.

**Year:** 2002

**Title:** Reconsidering the economic impact of Indian casino gambling

**Editor:** Williams, Leighton Vaughan

**Book Title:** The economics of gambling

**City:** London

**Publisher:** Routledge

**Pages:** 204-223

**Reference Type:** Journal Article

**Record Number:** 18

**Author:** Anders, Gary C; Siegel, Donald; Yacoub, Munther

**Year:** 1998

**Title:** Does Indian casino gambling reduce state revenues? Evidence from Arizona

**Journal:** Contemporary Economic Policy

**Volume:** 16

**Issue:** 3

**Pages:** 347-355

**Abstract:** Critics of Indian gaming contend that reservation casinos have a negative impact on state economies. The hypothesis that the introduction of Indian casinos caused a structural change in the formation of Arizona state revenues is tested. Data are from Maricopa County, the largest county in Arizona. Findings suggest that Indian casinos may divert funds from taxable to non-taxable sectors. The growth in tax revenue from non-gaming sectors of the economy has masked these displacement effects. However, given the trend toward increasing the proportion of state funds from sales taxes, a diminution in the rate of economic growth could have serious implications for future state budgets.

**Notes:** Fulltext available in Expanded Academic ASAP

**Reference Type:** Report

**Record Number:** 77

**Author:** Arthur Anderson

**Year:** 1997

**Title:** Economic impacts of casino gaming in the United States

**City:** Washington, D.C.

**Institution:** American Gaming Association

**Call Number:** HV 6711 E369 1996

**Abstract:** Arthur Anderson was engaged by the American Gaming Association to prepare a report which examines the economic impacts of casino gaming on the economy of the United States. Casino gaming, in this study, is defined as all gaming activity which occurs in fully licensed casino facilities, including land-based, dockside and riverboat establishments. Native American casinos, cruise ship casinos and certain non-casino slot machines have not been considered in this study. The study does not address the increase in costs for such things as infrastructure improvements and law enforcement. In addition, this study makes no attempt to analyze the socioeconomic effects of casino gaming. In the micro study, three geographically-separate areas were selected, all newer gaming jurisdictions, in order to examine the local micro-economic impacts arising from the introduction of casino gaming. The areas chosen for evaluation were Shreveport/Bossier City, La; Biloxi/Gulfport, Miss.; and Joliet, Ill.

**Notes:** prepared by Arthur Andersen for American Gaming Association.

**Reference Type:** Report

**Record Number:** 132

**Author:** Australia Productivity Commission; Banks, G.; Fitzgerald, R.

**Year:** 1999

**Title:** Australia's gambling industries inquiry report

**City:** Melbourne

**Institution:** Productivity Commission

**Call Number:** UofL Main Collection GV 1301 A86 1999

**Abstract:** In its terms of reference, the Commission was asked to report on the performance of the gambling industries and their economic and social impacts across Australia, including their impact on the retail, tourism and entertainment industries, and on Commonwealth and State/Territory Budgets.

**URL:** <http://www.pc.gov.au/inquiry/gambling/index.html>

**Reference Type:** Report

**Record Number:** 136

**Author:** Azmier, Jason J.; Kelley, Robin; Todosichuk, Peter

**Year:** 2001

**Title:** Triumph, tragedy or trade-off? Considering the impact of gambling

**City:** Calgary, AB

**Institution:** Canada West Foundation

**Call Number:** UofL Main Collection HV 6722 C3 A96 1998

**Abstract:** Building on the efforts of the Whistler Symposium, Canada West launched a research initiative to serve two purposes: (1) to explain and illustrate the methodological problems in developing a measure of gambling's impact; and (2) to propose a potential means of calculating gambling's impact. Over the course of the research, however, it became clear that in the absence of some consensus on the many methodological issues, it is not possible to evaluate gambling's impact. Simply put, until it is understood what the impacts of gambling's expansion are, it is not possible to begin to weigh them against each other. As a result, this report will focus on the current state of economic research into gambling's impact, and will conclude with some proposals to overcome research barriers. It is hoped that by doing so, another step forward will be taken towards providing a means of assessing the impact of gambling.

**URL:**

<http://www.cwf.ca/abcalcwf/doc.nsf/publications?ReadForm&id=0A568C150AF0694587256BD5006219D4>

**Reference Type:** Conference Proceedings

**Record Number:** 133

**Author:** Banks, G.

**Year of Conference:** 2002

**Title:** The Productivity Commission's gambling inquiry: 3 years on

**Conference Name:** Presentation to the 12th Annual Conference of the National Association for Gambling Studies, Melbourne, 21 November 2002

**Conference Location:** Melbourne

**Publisher:** Productivity Commission, Canberra

**Abstract:** This paper is an edited version of my address to the 12th Annual Conference of the National Association for Gambling Studies, on 21 November in Melbourne. It is being reproduced in 'hard copy' following requests for it to be made more accessible. The paper responds to the coincident timing of the NAGS conference with the third anniversary of the Commission's report on Australia's Gambling Industries, by reflecting on key developments since then. It considers how the Commission's assessment of the extent and impacts of problem gambling has stood up, examines trends in gambling expenditure, and how effective government and industry responses to problem gambling have been. The paper concludes by identifying some policy development and regulatory issues that need priority attention.

**URL:** <http://www.pc.gov.au/research/speeches/cs20021121/cs20021121.pdf>

**Reference Type:** Journal Article

**Record Number:** 51

**Author:** Barron, J. M. ; Staten, M. E. ; Wilshusen, S. M.

**Year:** 2002

**Title:** The impact of casino gambling on personal bankruptcy filing rates

**Journal:** Contemporary Economic Policy

**Volume:** 20

**Issue:** 4

**Pages:** 440-455

**Abstract:** Personal bankruptcies soared in the United States between 1994 and 1998. One activity that can precipitate personal financial crises and that has also experienced dramatic growth is commercial gambling, especially casino gambling. This article builds a simple model of bankruptcy choice and empirically tests the model using unique county-level data on debt, income, household age, population density, and casino gambling as well as state measures of employment and marital stability, health insurance coverage, and garnishment restrictions. The authors find that the proximity of casino gambling appears to be associated with higher bankruptcy rates, but that the local impact is far more pronounced than the influence of casino gambling on the national filing rate. To quantify the magnitude of the impact, the analysis predicts over a 5% decline in 1998 filing rates for counties surrounding a casino, and a 1% decline in the nationwide filing rate if one were to eliminate casino gambling. Consequently, although casino gambling exerts important local effects, nationwide the incidence and growth of casino gambling does not explain much of the rise in bankruptcies during the past decade.

**URL:** <http://cep.oupjournals.org/cgi/reprint/20/4/440.pdf>

**Reference Type:** Report

**Record Number:** 139

**Author:** Basham, P.; White, K.

**Year:** 2002

**Title:** Gambling with our future? The costs and benefits of legalized gambling

**City:** Vancouver, BC

**Institution:** Fraser Institute

**Call Number:** UofL Main Collection HV 6710 B37 2002

**Abstract:** Heightened public awareness of, and participation in, gambling has sparked considerable debate about its economic viability and its overall effect on society. The fundamental policy question addressed in this report is whether or not the benefits of legalized gambling outweigh the costs? In addition to a socioeconomic analysis, this report discusses what the appropriate role of government should be in regard to gambling. Currently, municipal, provincial, state, and federal governments in North America perform a number of roles, including prohibitor, provider (sometimes monopolistically), regulator, and educator.



Finally, this report concludes by addressing the important, yet commonly unspoken, issue of individual freedom, that is, the right to choose whether or not to gamble and on what terms, in the face of government's increasingly paternalistic attitude. In this report, we explicitly take a wide view, literally and figuratively, of the ramifications of legalized gambling. We investigate legalized gambling in four countries: Canada, the United States, Australia, and the United Kingdom.

**URL:** <http://www.fraserinstitute.ca/admin/books/files/GamblingwithOurFuture.pdf>

**Reference Type:** Journal Article

**Record Number:** 188

**Author:** Belanger, Y. D.

**Year:** 2002

**Title:** The morality of aboriginal gaming: A concept in the process of definition

**Journal:** Journal of Aboriginal Economic Development

**Volume:** 2

**Issue:** 2

**Pages:** 25-36

**Reference Type:** Journal Article

**Record Number:** 116

**Author:** Blevins, Audie; Jensen, Katherine

**Year:** 1998

**Title:** Gambling as a community development quick fix

**Journal:** Annals of the American Academy of Political and Social Science

**Volume:** 556

**Pages:** 109-123

**Abstract:** As small communities throughout the country felt the loss of federal programs and funding, four gold-mining towns in South Dakota and Colorado turned to the legalization of limited-stakes gambling as a means of economic revitalization. All four used the preservation of their historic Old West images to legitimate gaming, but differences in state legislation resulted in different patterns of development. In Deadwood, South Dakota, many small casinos were established, with most gaming tax revenues going toward the town's historic preservation. In Colorado, fewer but much larger casinos emerged, with the returns for historic preservation available to projects across the state, with the gambling communities of Cripple Creek, Central City, and Black Hawk benefiting little. Retail businesses were cannibalized as gambling became the dominant industry in all four towns. Resident populations and schools experienced little change; most of the change occurred in vehicular traffic, law enforcement, and the utilization of infrastructure.

**Notes:** Fulltext available in Expanded Academic Index

**Reference Type:** Journal Article

**Record Number:** 78

**Author:** Browne, M. N.; Kubasek, N. K.

**Year:** 1997

**Title:** Should we encourage expansion of the casino gambling industry?

**Journal:** Review of Business

**Volume:** 18

**Issue:** 3

**Pages:** 9-13

**Abstract:** Both proponents and opponents of the expansion of legalized gaming tend to approach their argument as committed partisans. The impact of the proposed expansion of gaming is considered from a detached stance. The expansion of casino gaming must be defended on instrumental grounds that are libertarian in nature. The argument is that people should generally be allowed to do what they want to do. Because jobs are created, tax revenues are generated and the alleged harms are poorly substantiated, supporters urge the spread of gaming.

**Reference Type:** Journal Article

**Record Number:** 55

**Author:** Carmichael, B. A.

**Year:** 2000

**Title:** A matrix model for resident attitudes and behaviours in a rapidly changing tourist area

**Journal:** Tourism Management

**Volume:** 21

**Issue:** 6

**Pages:** 601-611

**Abstract:** This paper focuses upon the linkages between local resident perceptions of the impacts of a mega attraction, the Foxwoods casino and attitudes toward this casino; toward the tribe (the developers); and toward the casino as an economic development tool; as well as linkages with specific types of resident behaviours. Using data collected from 203 resident telephone interviews, these linkages are explored. Perceptions of casino impacts were found to influence attitudes toward the casino and toward the tribe. A matrix model which has been well referenced in the tourism literature but never before tested, was modified and used to analyse the linkage between attitudes and behaviours. A composite measure of attitude toward the casino was developed and this scale performed well on reliability and validity tests. A simplified version of this scale was applied to the attitudinal axis of the model. The behavioural dimension of the model was created using an index of positive, neutral and negative behaviours. Statistically significant results were achieved for attitudes toward the casino and specific behaviours and for attitudes toward the tribe and these behaviours. However, attitudes toward casinos as an economic development tool showed less significant results. (C) 2000 Elsevier Science Ltd. All rights reserved.

**Notes:** Fulltext available in Science Direct

**Reference Type:** Journal Article

**Record Number:** 31

**Author:** Carmichael, Barbara A.; Peppard, Donald M. Jr.; Boudreau, Frances A.

**Year:** 1996

**Title:** Megaresort on my doorstep: Local resident attitudes toward Foxwoods Casino and casino gambling on nearby Indian reservation land

**Journal:** Journal of Travel Research

**Volume:** 34

**Issue:** 3

**Pages:** 9-16

**Abstract:** Residents of 3 rural communities in southeastern Connecticut, adjacent to the Native American-owned Foxwoods Resort and Casino, have mixed reactions to the casino and their Native American neighbors. Three years of surveys were used to monitor changing attitudes, analyze and model current attitudes and predict acceptance of future development. One of the more striking findings is that concern over the environmental effects of the casino development is a significant variable in all of the regression models. The importance of the natural environment as an explanatory variable is not surprising given broader popular concern over environmental issues, the rapidity of casino development and the lack of influence of town regulations on reservation development.

**Reference Type:** Report

**Record Number:** 175

**Author:** Center for Policy Analysis

**Year:** 2004

**Title:** Comparative lottery analysis: The impact of casinos on lottery revenues & total gaming revenues

**City:** North Dartmouth, MA

**Institution:** University of Massachusetts Dartmouth

**Abstract:** The Center for Policy Analysis at the University of Massachusetts Dartmouth conducted a review of the effect of casino gaming on state lottery performance and public finance in lottery states that

have introduced casino gaming since 1989. The Center for Policy Analysis was retained by the Rhode Island State Senate for the purpose of conducting an objective economic and fiscal impact assessment of a proposed resort casino to be located in West Warwick, Rhode Island. The study utilized data from states that have traditional lottery games (i.e., instant tickets, lotto, keno) and legalized commercial casinos. The study also assesses the impact that changes in the structural characteristics of lottery products have on Rhode Island Lottery performance. The study employs a comparative analysis, correlation matrices, and time series analysis.

**URL:** <http://dev.www.umassd.edu/cfpa/docs/casinolottery.pdf>

**Reference Type:** Journal Article

**Record Number:** 64

**Author:** Chen, J. S.; Hsu, C. H. C.

**Year:** 2001

**Title:** Developing and validating a riverboat gaming impact scale

**Journal:** Annals of Tourism Research

**Volume:** 28

**Issue:** 2

**Pages:** 459-476

**Abstract:** This study attempts to develop and validate an instrument to evaluate residents' perceptions of the impacts of riverboat gaming. Using longitudinal survey data, this study examines 24 perceived impact attributes by the Cronbach reliability test. Scale unidimensionality is first revealed by exploratory and validated by confirmatory factor analyses. Five constructs-free of crimes, economic effects, community image, community activities, and public services-show acceptable levels of reliability. Construct validity, including discriminant and convergent validity, is also satisfactorily established. Accordingly, this validated gaming impact scale can be further used as a base for building gaming development theories (C) 2001 Elsevier Science Ltd. All rights reserved.

**Notes:** Available in full-text online from Science Direct database

**Reference Type:** Journal Article

**Record Number:** 191

**Author:** Chew, K. S. Y.

**Year:** 2000

**Title:** Visitor Suicide Risk in Casino Resort Areas

**Journal:** Population Research and Policy Review

**Volume:** 19

**Issue:** 6

**Pages:** 551-70

**Abstract:** In a well-publicized analysis of visitor suicides in three casino areas (Atlantic City, Las Vegas, and Reno), elevated suicide risk among interstate visitors was attributed to the presence of legalized gambling. A fundamental limitation of the analysis, however, was the absence of estimates for at-risk populations. In the present paper, an analysis of 1995 visitor-suicide rates (incorporating estimates for at-risk population) for 310 large US counties, including places both with and without gambling casinos, yields no evidence to support a gambling-suicide relationship.

**Reference Type:** Report

**Record Number:** 80

**Author:** City of Vancouver

**Year:** 1994

**Title:** City of Vancouver casino review: A discussion paper

**City:** Vancouver

**Institution:** City of Vancouver

**Abstract:** Large-scale casinos are a growing presence in North America, bringing with them the promise of large revenues but at the risk of significant public costs. A major casino has been proposed for Vancouver,

and this discussion paper has been prepared to help interested citizens reflect on casino-related issues as part of a provincial Casino Review. The paper discusses the current status of British Columbia's gaming industry and then sets out questions to be considered in the following areas: the effect of a large casino on Vancouver's image; casino impacts on business, tourism, and cultural industries; effects on employment, including direct employment at the casino or on casino construction and indirect spin-off employment; the issue of problem gambling and its possible increase with the presence of a casino; and effects of a casino on local business, housing, existing gaming, and municipal government revenues and expenses.

**Reference Type:** Journal Article

**Record Number:** 26

**Author:** Clynch, Edward J.; Rivenbark, William C.

**Year:** 1999

**Title:** Need money? Roll the dice

**Journal:** International Journal of Public Administration

**Volume:** 22

**Issue:** 11,12

**Pages:** 1681-1703

**Abstract:** In 1990, the Mississippi legislature legalized dockside casino gaming as a surrogate tax system for the state. Since the establishment of the first casino in 1992, the casino industry has become an important component in the state's revenue picture. During fiscal years 1993, 1994, and 1995, gaming taxes and fees accounted for 1.6%, 4.1%, and 5.04% of Mississippi's general fund revenue, respectively. In addition, certain localities have benefited from the industry as well. Beyond the direct revenue received through local taxation, casino gaming has substantially increased property tax revenue and sales tax collections. The Mississippi Gaming Commission believes, however, that long-term revenue stability depends on developing resort destinations as opposed to a continued reliance on day-trippers. Government no longer possesses the capacity to secure the cooperation of the citizenry in meeting the requirements of public need. Consequently, it uses a buffer to take resources from the citizenry without invoking its wrath.

**Reference Type:** Journal Article

**Record Number:** 156

**Author:** Collins, David; Lapsley, Helen

**Year:** 2003

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

**Journal:** Journal of Gambling Studies

**Volume:** 19

**Issue:** 2

**Pages:** 123 - 148

**Abstract:** This paper surveys the range of economic issues that need to be addressed in attempting to evaluate the social costs and benefits of gambling. It considers, inter alia, the nature of private and social costs and benefits and their policy significance, the important distinction between real and pecuniary costs, the incidence of gambling costs and benefits and the sources of gambling costs and benefits. Similarities and differences between the analysis of gambling and alcohol are considered. The paper concludes with a consideration of why various estimates of the social costs of gambling have produced such divergent results.

**Reference Type:** Book

**Record Number:** 100

**Author:** Committee on the Social and Economic Impact of Pathological Gambling; Committee on Law and Justice; Commission on Behavioral and Social Sciences and Education; National Research Council

**Year:** 1999

**Title:** Pathological gambling: A critical review

**City:** Washington, D. C.

**Publisher:** National Academy Press

**Abstract:** The charge to the Committee on the Social and Economic Impact of Pathological Gambling was to identify and analyze the full range of research studies that bear upon the nature of pathological and problem gambling, highlighting key issues and data sources that can provide hard evidence of their effects. An accurate examination of the costs of pathological gambling requires an assessment of the costs and benefits of gambling generally. Gambling appears to have net economic benefits for economically depressed communities, but the available data are insufficient to determine with accuracy the overall costs and benefits of gambling. Pervasive methodological problems prevent firm conclusions about the social and economic effects of gambling or pathological gambling on communities, nor can the committee say whether pathological gamblers contribute disproportionately to overall gambling revenues.

**Notes:** Chapter 5. Social and Economic Effects

**URL:** <http://www.nap.edu/books/0309065712/html/index.html>

**Reference Type:** Report

**Record Number:** 81

**Author:** Coopers & Lybrand Consulting Group

**Year:** 1994

**Title:** Report to the Ontario Casino Project, Ontario Casino market and economic impact study

**Institution:** Coopers & Lybrand Consulting Group

**Call Number:** UofL Main Collection HV 6722 C22 O8 R425 1993

**Abstract:** Coopers & Lybrand were engaged to prepare a report examining the market for and financial implications of casinos in Ontario, identify the best markets, recommend the most appropriate sizes and gaming space configurations, outline the economic benefits to the Province, set forth key strategic considerations, and identify benchmarking and evaluation methodologies.

**Reference Type:** Journal Article

**Record Number:** 48

**Author:** Cozzetto, Don A.

**Year:** 1995

**Title:** The economic and social implications of indian gaming: The case of Minnesota

**Journal:** American Indian Culture and Research Journal

**Volume:** 19

**Issue:** 1

**Pages:** 119-131

**Abstract:** Provides a preliminary description of the impact of Indian gaming operations in Minnesota. Statewide, gambling revenues had grown to more than \$500 million by 1994. About 17,000 casino jobs will have been created by 1996, and welfare payments to Indians have declined. Among economic concerns are the possibility of market saturation and the appearance of the video lottery terminal outside the Indian casinos. Among social issues, compulsive gambling behavior has increased throughout the state.

**Notes:** Based on information from the Minnesota Gambling Board; 32 notes.

**Reference Type:** Journal Article

**Record Number:** 206

**Author:** Crockford, D. N. ; el-Guebaly, N.

**Year:** 1998

**Title:** Psychiatric comorbidity in pathological gambling: A critical review

**Journal:** Canadian Journal of Psychiatry

**Volume:** 43

**Issue:** 1

**Pages:** 43-50

**Abstract:** The aim of this paper is to review critically the empirical data on the psychiatric comorbidity seen in pathological gambling from community and clinical samples, with emphasis on its implications for diagnosis, treatment, and future research. To this end, electronic (MEDLINE) and bibliographic-directed searches for literature relevant to the topic from 1966 to February 1996 were carried out, resulting in over

60 references being found.

**URL:** [http://www.cpa-apc.org/publications/archives/cjp/1998/feb/feb98\\_revap2.htm](http://www.cpa-apc.org/publications/archives/cjp/1998/feb/feb98_revap2.htm)

**Reference Type:** Journal Article

**Record Number:** 115

**Author:** Curran, Daniel; Scarpitti, Frank

**Year:** 1991

**Title:** Crime in Atlantic City: Do Casinos Make a Difference?

**Journal:** Deviant Behavior

**Volume:** 12

**Issue:** 4

**Pages:** 431-449

**Abstract:** The effect on the rate of crime since the introduction of legalized gambling in Atlantic City, NJ, is explored through a review of crime reports from various enforcement agencies. Casino-based vs non-casino-based crimes are differentiated, & it is concluded that although Atlantic City's crime rate is higher than the national norm, it is inaccurate to say that crime has risen in the community; when crimes committed at casinos are extracted from totals, the crime rates are much closer to normal. Therefore, it is concluded that legalization of gambling has not led to a significant increase in crime in Atlantic City. 6 Tables, 18 References. H. L. Stidger.

**Reference Type:** Journal Article

**Record Number:** 7

**Author:** de la Vina, L.; Bernstein, D.

**Year:** 2002

**Title:** The impact of gambling on personal bankruptcy rates

**Journal:** The Journal of Socioeconomics

**Volume:** 31

**Issue:** 5

**Pages:** 503-509

**Abstract:** Both access to casino gambling and the personal bankruptcy rate have risen substantially in recent years. A reported correlation between greater access to gambling facilities and state and county bankruptcy rates suggests the increased availability of gambling might be an important factor explaining the increased national bankruptcy rate. A correlation between convenient access to gambling and high bankruptcy rates might also occur if distressed communities are more receptive to the introduction of casinos than prosperous communities. This paper utilizes panel data to investigate the impact of the introduction of casinos on county bankruptcy rates. The evidence reported here does not support the hypothesis that the introduction of gambling has impacted county bankruptcy rates.

**Notes:** Full-text in Science Direct

**Reference Type:** Journal Article

**Record Number:** 91

**Author:** Dense, J.

**Year:** 1999

**Title:** State lotteries, commercial casinos, and public finance: An uneasy relationship?

**Journal:** Gaming Law Review, 3

**Volume:** 3

**Issue:** 5/6

**Pages:** 317-328

**Abstract:** This article evaluates the economic impact of gambling generated revenue on state finance. In particular it assesses the effect the introduction of commercial casinos has had on state lotteries and public finance. In analyzing seven lottery states that coexist with commercial casinos, Dense found that in the majority of cases state lottery revenues actually increased after the introduction of commercial casinos, thus calling the "substitution" theory into question. Given the finding that lotteries and casinos can prosper in

the same jurisdiction and the weighty role that gambling revenue can play in public finance, Dense predicts that state governments will be more open to new sources of gambling revenue.

**Reference Type:** Journal Article

**Record Number:** 163

**Author:** Dense, J.

**Year:** 2004

**Title:** The socioeconomic impact of gaming in the Virgin Islands

**Journal:** Gaming Law Review

**Volume:** 8

**Issue:** 3

**Pages:** 175-188

**Abstract:** Gambling has become a cultural tradition in the United States Virgin Islands. Despite its widespread acceptance, there is much confusion and misunderstanding about the social and economic impacts of gambling activity. A number of myths and factual inaccuracies, in tandem with a lack of objective and reliable data, have influenced the previous debate over gambling policy. A series of governmental and privately funded reports have been disseminated on the subject of gambling in the Virgin Islands. This study analyzes the current status of gambling activity along with the range of issues that the Virgin Islands' government should contemplate in the formulation and implementation of future gaming policy.

**Notes:** I have an electronic copy of this article

**Reference Type:** Journal Article

**Record Number:** 27

**Author:** d'Hauteserre, Anne-Marie

**Year:** 1998

**Title:** Foxwoods Casino Resort: An unusual experiment in economic development

**Journal:** Economic Geography

**Volume:** Extra issue

**Pages:** 112-121

**Abstract:** The Foxwoods Casino Resort owned by the Mashantucket Pequots of Connecticut is the largest gambling casino in the Western world. The Pequots' Connecticut location enabled the tribe to open a casino, with accessibility to a large market and limited competition. The opening of Foxwoods is also the result of changes in relationships between Americans and Indians and shifts in American attitudes toward gambling. As attitudes and laws change, however, there is little chance that another Indian Foxwoods will be created here or elsewhere in the United States.

**Notes:** Available online through JSTOR database

**Reference Type:** Journal Article

**Record Number:** 134

**Author:** Dubois, Alison; Loxley, John; Wuttunee, Wanda A.

**Year:** 2002

**Title:** Gambling on casinos

**Journal:** Journal of Aboriginal Economic Development

**Volume:** 2

**Issue:** 2

**Pages:** 56-67

**Abstract:** The current socio-economic conditions in many First Nations reserves do not appear to be improving and it is doubtful that casino development will alleviate the economic crisis on most First Nations reserves in Manitoba. If proceeding with casino development carefully, however, at an appropriate scale, in the right location and with due regard for maximizing jobs for First Nations people and purchases from First Nations enterprises, some communities might receive relatively large inflows of new capital. Although it might be difficult to immediately ascertain what the short and long term economic costs or

benefits might be from casino development, the cultural and social impacts of casino development will almost certainly be felt for generations to come, and many of these will assuredly be negative, taking the form of a 'tax' on the poor as they seek to improve their lot through gambling. Gambling addiction will also certainly increase, with all the social problems that it brings.

**Reference Type:** Journal Article

**Record Number:** 20

**Author:** Eadington, William

**Year:** 1995

**Title:** Economic development and the introduction of casinos: Myths and realities

**Journal:** Economic Development Review

**Volume:** 13

**Issue:** 4

**Pages:** 51-54

**Abstract:** Casinos have become an economic development tool, but as most e.d. tools, they should be used with care. The market a casino will attempt to serve needs to be clearly identified. Those promoting a casino also need to realize that casinos will have the greatest economic impact when they are located in natural tourism areas with existing tourist infrastructures. It is vital to their success as an economic development tool that casinos are socially and economically acceptable to the people in the location in which they are proposed.

**Reference Type:** Book Section

**Record Number:** 154

**Author:** Eadington, W.

**Year:** 2001

**Title:** The spread of casinos and their role in tourism development

**Editor:** Pearce, Douglas G.; Butler, Richard W.

**Book Title:** Contemporary issues in tourist development: Analysis and applications

**City:** London

**Publisher:** Routledge

**Abstract:** This analysis examines the wide variety of casino ownership and regulatory regimes that have been introduced—especially since the mid-1980s—in light of their promises and their ability to contribute toward strategic tourism objectives. The first section looks at the recent experiences in the United States, Australia and Canada in the approaches they have taken in legalizing casinos. The next section discusses economic and social impact issues that are implied by the ways casinos have been implemented, especially in light of the political and economic tensions casinos create under varying circumstances. Common social and economic impacts that are associated with casino developments are examined, and factors that lead to increased or diminished controversy with regard to casinos are scrutinized. This section also looks at competitive relationships that exist among various types of gaming alternatives that are considered “hard gambling.”<sup>2</sup> The final section looks at some possible futures that casino gaming might encounter in its various manifestations throughout the world.

**Notes:** This version of the report was 'forthcoming' at the time of publication...

**URL:** <http://www.farmfoundation.org/1998NPPEC/eadington2.PDF>

**Reference Type:** Journal Article

**Record Number:** 157

**Author:** Eadington, W.

**Year:** 2003

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

**Journal:** Journal of Gambling Studies

**Volume:** 19



**Issue:** 2

**Pages:** 185 - 213

**Abstract:** This paper addresses the methodology of cost-benefit analysis as applied to policy alternatives regarding legally sanctioned gambling in its various forms. Existing economic studies regarding the social costs of gambling are reviewed and critiqued. Distinctions are made between definitions of social costs that are defined as actions which result in negative changes in aggregate social wealth (the "narrow" definition), and those which also include internal nonmarket costs that are borne by individual gamblers and their immediate families and acquaintances (the "broader" definition). This distinction is important because of its bearing on economic policies that are primarily concerned with economic efficiency versus policies that are more paternalistic, which attempt to protect individuals from self-damage or self-destruction by restricting their ranges of choice. Whether societies choose to prohibit or severely restrict permitted gambling, or allocate substantial resources to mitigate its negative side effects, rests largely on which of these perspectives regarding social costs they find more appropriate. Finally, the issue of social protection through restrictions on the availability of gambling to the entire population, versus a strategy tailored toward identifiable "problem" gamblers, is discussed.

**Reference Type:** Journal Article

**Record Number:** 34

**Author:** Eadington, William R.

**Year:** 1996

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

**Journal:** Journal of Travel Research

**Volume:** 34

**Issue:** 3

**Pages:** 3-8

**Abstract:** Legal casino-style gambling expanded dramatically in North America between 1988 and 1995. In the US alone, commercial gaming revenues reached nearly \$40 billion in 1994. The reasons for this sudden growth, how the industry has dealt with arguments against legalization and which groups have benefited from it are examined. A future problem for the industry is also discussed: as competition grows and markets become saturated, will gambling cease to be an economic stimulant? In light of the size of the commercial gaming industry in North America and the complexities it poses to public policy, there is a clear need to improve the level of understanding about the true benefits and costs associated with legal gambling. The critical public policy question is this: What is the appropriate form, presence, access to and promotion of commercial gaming in society?

**Reference Type:** Journal Article

**Record Number:** 54

**Author:** Eadington, W. R.

**Year:** 1998

**Title:** Contributions of casino-style gambling to local economies

**Journal:** Annals of the American Academy of Political and Social Science

**Volume:** 556

**Pages:** 53-65

**Abstract:** This study examines the underlying economic and political dynamics that have led to the rapid proliferation of permitted gambling in the United States and other countries over the past decade. It notes that much of the justification for gambling has come from an attempt to exploit the economic rents and spillover benefits that accompany the legalization of gambling, and little is accorded the value that accrues to consumers of the commodity. A framework is developed to evaluate the impact of such considerations on the community and the region where gambling is permitted. Different types of casino-style gambling-destination resort casinos, urban casinos, and widely dispersed gaming devices-are evaluated in light of their relative impacts.

**Notes:** Fulltext available in Expanded Academic ASAP

**Reference Type:** Journal Article

**Record Number:** 171

**Author:** Eadington, W. R.

**Year:** 1999

**Title:** The economics of casino gambling

**Journal:** Journal of Economic Perspectives

**Volume:** 13

**Issue:** 3

**Pages:** 173-192

**Abstract:** Eadington examines the major changes that have developed in the casino and gaming industries over the past 40 years, explores some of the economic principles that have shaped the development of permitted gaming, and discusses the public policy directions and controversies that have evolved with the expansion of legal gambling.

**Notes:** Fulltext in ABI/Inform

**Reference Type:** Report

**Record Number:** 203

**Author:** Ernst & Young

**Year:** 1993

**Title:** Casino gambling and impacts on pathological or problem gambling : Final report to the Ministry of Consumer and Commercial Relations

**City:** Toronto, ON

**Institution:** Ernst & Young

**URL:** UofL Main Collection HV 6722 C23 O8 C339 1993

**Reference Type:** Report

**Record Number:** 83

**Author:** Ernst & Young; Ontario Casino Corporation

**Year:** 1994

**Title:** Assessment of Casino Windsor: Final report.

**City:** Toronto

**Institution:** Ontario Casino Corporation

**Abstract:** Presents a preliminary assessment of Windsor's temporary casino which opened in May 1994, examining the extent to which the facility has achieved the objectives established by the provincial government for the permanent casino. Study methodology consisted of reviewing existing primary and secondary data and conducting interviews with over 60 key members of the Windsor community and provincial government representatives. Sections of the study review: the implementation of the casino (who was involved, what they did, and the planning factors considered in anticipation of the casino's opening); the economic impacts of the casino on investment and employment, tourism industry development, and government revenue generation; the effects of the casino on generation of new industries in the Windsor area; and other non-economic impacts, including crime, city resident issues (traffic, noise), social impacts, and problem gambling.

**Notes:** Microlog -- 96-07631 / 1 fiche Paper; Microfiche

**Reference Type:** Report

**Record Number:** 87

**Author:** Evans Group

**Year:** 1996

**Title:** A study of the economic impact of the gaming industry through 2005

**Institution:** Evans Group

**Reference Type:** Report

**Record Number:** 190

**Author:** Evans, William N.; Topoleski, Julie H.

**Year:** 2003

**Title:** The social and economic impact of Native American casinos

**Institution:** National Bureau of Economic Research, Inc, NBER Working Papers: 9198

**Abstract:** In the late 1980s, a series of legal rulings favorable to tribes and the subsequent passage of the Indian Gaming Regulatory Act of 1988 legalized gaming operations on reservations in many states. Today, there are over 310 gaming operations run by more than 200 of the nations' 556 federally-recognized tribes. Of these operations, about 220 are Las Vegas' style casinos with slot machines and/or table games. We use a simple difference-in-difference framework where we compare economic outcomes before and after tribes open casinos to outcomes over the same period for tribes that do not adopt or are prohibited from adopting gaming. Four years after tribes open casinos, employment has increased by 26 percent, and tribal population has increased by about 12 percent, resulting in an increase in employment to population ratios of five percentage points or about 12 percent. The fraction of adults who work but are poor has declined by 14 percent. Tribal gaming operations seem to have both positive and negative spillovers in the surrounding communities. In counties where an Indian-owned casino opens, we find that jobs per adult increase by about five percent of the median value. Given the size of tribes relative to their counties, most of this growth in employment is due to growth in non-Native American employment. The increase in economic activity appears to have some health benefits in that four or more years after a casino opens, mortality has fallen by 2 percent in a county with a casino and an amount half that in counties near a casino. Casinos do, however, come at some cost. Four years after a casino opens, bankruptcy rates, violent crime, and auto thefts and larceny are up 10 percent in counties with a casino.

**URL:** <http://0-www.nber.org.darius.uleth.ca:80/papers/w9198.pdf>

**Reference Type:** Conference Proceedings

**Record Number:** 102

**Author:** Federal Reserve Bank of Boston

**Year of Conference:** 1995

**Title:** Casino development: How would casinos affect New England's economy? Proceedings of a symposium sponsored by the Federal Bank of Boston, June 1.

**Abstract:** While interest in the issue of the economic effects of casino development is intense, relevant empirical evidence is scant. For this reason, the Federal Reserve Bank of Boston held a one-day Symposium on Casino Development on June 1, 1995, bringing together experts from academia, government, Native American nations, and the gaming industry. This special report summarizes the participants' remarks.

**Notes:** Available in print @ the U. of Alberta -- HV 6721 A11 C37 1995

**Reference Type:** Journal Article

**Record Number:** 25

**Author:** Felsenstein, Daniel; Freeman, Daniel

**Year:** 1998

**Title:** Simulating the impacts of gambling in a tourist location: Some evidence from Israel

**Journal:** Journal of Travel Research

**Volume:** 37

**Issue:** 2

**Pages:** 145-155

**Abstract:** Gambling and tourism are often perceived as complementary activities. This relationship is examined both conceptually and empirically. While land-based casino gambling is not a legalized activity at present in Israel, the economic impacts of introducing a casino at Israel's premier vacation resort, Eilat, are simulated. This ex ante evaluation shows that much of the output, income, and employment gains generated by a casino are likely to be captured outside the region and that localized impacts are small. The displacement of existing local economic activity is examined, and the case of increased tourism expenditures generated by the casino is stimulated. The public policy implications of these findings point to the necessity of developing activities that complement tourism at the local level, not just at the national

level. The gambling-tourism relationship simulated for Eilat shows that national and local interests are not always synonymous.

**Notes:** Fulltext available in Expanded Academic ASAP

**Reference Type:** Journal Article

**Record Number:** 39

**Author:** Felsenstein, Daniel; Littlepage, Laura; Klacik, Drew

**Year:** 1999

**Title:** Casino gambling as local growth generation: Playing the economic development game in reverse?

**Journal:** Journal of Urban Affairs

**Volume:** 21

**Issue:** 4

**Pages:** 409-421

**Date:** Dec99

**Accession Number:** 3254229

**Keywords:** ECONOMIC development  
casinos

**Abstract:** Over the past decade, casino gambling has become increasingly popular as a local economic development strategy. This article makes the case that using gambling as an economic development tool presupposes a rather different economic development "game" from that traditionally played. While the introduction of gambling into a community might induce the same short-run effects (local jobs and incomes) as the introduction of any other economic development project, the economic development processes at work are very different. This article compares the way the economic development game is traditionally played to the way it is played "in reverse" when casino gambling is used as the tool. The main differences are in the areas of community-corporate relations, fiscal versus economic impacts, market development, the role of government, and the provision of public goods. In light of these differences, distinctions in strategic behavior are drawn. Empirical evidence from Indiana is used to analyze the economic development game as played in the traditional setting of corporate recruitment and in the context of casino gambling. The conclusions point to some of the factors that constrain a community from fully maximizing its negotiating advantage as a resource holder. [ABSTRACT FROM AUTHOR]

**Notes:** Full-text available in Academic Search Premier

**Reference Type:** Report

**Record Number:** 207

**Author:** Ferris, Jackie; Wynne, Harold

**Year:** 2001

**Title:** The Canadian Problem Gambling Index: Final report

**City:** Ottawa

**Institution:** Canadian Centre on Substance Abuse

**Abstract:** This report provides an overview of the development, validation and reliability testing of the Canadian Problem Gambling Index, developed over the last three years. This research was conducted by a research team under the aegis of the Canadian Centre on Substance Abuse for the Inter-Provincial Task Force on Problem Gambling. The goal was to develop a new, more meaningful measure of problem gambling for use in general population surveys, one that included more indicators of the social and environmental context of gambling and problem gambling.

**URL:** <http://www.ccsa.ca/pdf/ccsa-008805-2001.pdf>

**Reference Type:** Report

**Record Number:** 103

**Author:** Florida Office of Planning and Budgeting

**Year:** 1994

**Title:** The anticipated impact of casino gambling in Florida

**City:** Tallahassee, FL

**Institution:** The Executive Office of the Governor

**Reference Type:** Report

**Record Number:** 84

**Author:** Fox Consulting; Saskatchewan Economic Development; Saskatchewan Gaming Commission

**Year:** 1993

**Title:** Economic feasibility of casino gaming in the Province of Saskatchewan

**City:** Reno, NV

**Institution:** Fox Consulting

**Abstract:** The scope of the study is to identify the demand for a casino facility and to examine the impacts which casino gaming may have on other forms of gaming. Additionally, the analysis is to estimate the economic impacts of the casino facility on jobs, taxes, and spending. This document presents the study findings. It looks at the current status of gaming in the province; the impact of casino gaming on other forms of gaming; and casino projections.

**Notes:** Microlog -- 93-04542 / 1 fiche Paper; Microfiche

**Reference Type:** Journal Article

**Record Number:** 19

**Author:** Friedman, Joseph; Hakim, Simon; Weinblatt, J.

**Year:** 1989

**Title:** Casino gambling as a "growth pole" strategy and its effect on crime

**Journal:** Journal of Regional Science

**Volume:** 29

**Issue:** 4

**Pages:** 615-623

**Abstract:** The impact of casinos on crime spillover from Atlantic City, New Jersey, to other localities in the region is analyzed by using a quasi-experimental design. The sample consists of 64 localities with a population of over 1,000 in New Jersey's 3-county region of Atlantic, Cape May, and Ocean. Annual time-series data on the aggregate level of all crimes, 3 property crimes, the aggregate level of violent crime, and economic and population indicators were compiled for the years 1974 to 1984. The level of all crimes except larcenies appears higher in the postcasino years 1978-1983 than in the earlier period 1974-1977. The level of all crimes in places adjacent to Atlantic City and along the major nontoll routes to Philadelphia and New York City up to approximately 30 miles from Atlantic City is higher than the level for the same crimes in other places. Violent crimes are generally 78% higher, burglaries 41% higher, vehicle thefts 30% higher, and larcenies 3% higher. Thus, the levels are higher than they would have been in the absence of casinos.

**Notes:** Full-text available in Academic Search Premier

**Reference Type:** Report

**Record Number:** 144

**Author:** Garrett, T. A.

**Year:** 2003

**Title:** Casino gambling in America and its economic impacts

**City:** St. Louis

**Institution:** Federal Reserve Bank of St. Louis

**Abstract:** The report begins by providing an overview of casino gambling in the United States. The economic issues surrounding casino gambling are presented at length in section II of the report. Section III of the report provides a detailed look at the casino markets in states located in the Eighth Federal Reserve District. Section IV of the report is an empirical analysis of county employment changes before and after casino adoption. Guidelines on evaluating the success or failure of casino gambling in a local community are presented in section V of the report. The final section of the report is reserved for a summary and conclusions.

**URL:** <http://www.stlouisfed.org/community/assets/pdf/CasinoGambling.pdf>

**Reference Type:** Journal Article

**Record Number:** 142

**Author:** Garrett, Thomas A.

**Year:** 2004

**Title:** Casino gaming and local employment trends

**Journal:** Federal Reserve Bank of St. Louis Review

**Volume:** 86

**Issue:** 1

**Abstract:** This paper explores how corporate casinos affect employment in six Midwestern counties using various employment data and forecasting models. Changes in both household and payroll employment are examined to separate the effects on the residents and businesses in counties with casinos.

**URL:** [http://gaming.uleth.ca/agri\\_downloads/1156/garrett.pdf](http://gaming.uleth.ca/agri_downloads/1156/garrett.pdf)

**Reference Type:** Journal Article

**Record Number:** 60

**Author:** Gazel, R.

**Year:** 1998

**Title:** The economic impacts of casino gambling at the state and local levels

**Journal:** Annals of the American Academy of Political and Social Science

**Volume:** 556:

**Pages:** 66-84

**Abstract:** This article describes and discusses the components of an economic impact analysis of casino gambling in state and local economies. The article focuses on the positive and negative economic impacts of casino gambling and how large these impacts are likely to be in specific old and new gambling jurisdictions. An emphasis is given to the consequences of market structures used by specific jurisdictions in issuing gambling licenses. The article suggests that monopolistic and oligopolistic market structures are, in general, the major reasons for economic losses for state and local economies when they legalize casino gambling.

**Notes:** Fulltext available in Expanded Academic ASAP

**Reference Type:** Journal Article

**Record Number:** 172

**Author:** Gazel, R. C.; Rickman, D. S.; Thompson, W. N.

**Year:** 2001

**Title:** Casino gambling and crime: A panel study of Wisconsin counties

**Journal:** Managerial and Decision Economics

**Volume:** 22

**Issue:** 1-3

**Pages:** 65-75

**Abstract:** The potential relationship between gambling and crime has been a key issue among supporters and opponents of the recent spread of casino gambling in the US. This study empirically investigates the potential link between casino gambling and crime for Wisconsin counties using the theoretical framework of Becker (1968). The results show that the existence of a casino within the boundaries of a county led to an increase in the county's crime rates. The results also suggest that a strong spillover effect took place across space, with counties adjacent to casino-counties experiencing higher crime rates.

**Notes:** Fulltext available in ABI/Inform

**Reference Type:** Journal Article

**Record Number:** 71

**Author:** Giacomassi, David

**Year:** 1999

**Title:** Attitudes of community leaders in new casino jurisdictions regarding casino gambling's effects on crime and quality of life

**Journal:** Journal of Gambling Studies

**Volume:** 15

**Issue:** 2

**Pages:** 123-147

**Abstract:** Conducted interviews with 128 key individuals in 7 communities that are new casino jurisdictions in order to examine the effects of casino gambling on crime and quality of life. Ss were community leaders (mayors, members of the city council, leading members of the business community, etc) or workers in areas (banking, law enforcement, social services, etc) that could provide insight into the positive and negative effects of casinos on the community. Ss responded to a series of core questions, followed by additional questions designed to elicit specific information based on the S's position. Content analysis was conducted comparing responses both within and between communities by leadership position. 59% of Ss were in favor of having the casino in the community, 65% believed that the casino enhances the quality of life in the community, and 77% believed that the casino has a positive effect on the local economy. Although a majority of the community leaders interviewed viewed the impact of casinos favorably, responses varied both by community and by position within the community. Since this group of community leaders was not selected randomly, it is possible that unintended interview bias shifted these results in a positive direction. (PsycINFO Database Record (c) 2002 APA, all rights reserved)

**Reference Type:** Journal Article

**Record Number:** 11

**Author:** Gonzales, A. A.

**Year:** 2003

**Title:** Gaming and displacement: winners and losers in American Indian casino development

**Journal:** International Social Science Journal

**Volume:** 55

**Issue:** 175

**Pages:** 123-133

**Abstract:** In 1987, the United States Supreme Court issued its decision in California v. Cabazon Band of Mission Indians upholding the legal right of American Indian tribes to offer gaming on reservation lands. In the years since, tribal gaming has done what no other anti-poverty programme has been able to do in reversing the cycle of displacement and impoverishment of American Indians. In 2002, the 321 tribal casinos owned and operated by 201 Indian tribes generated over \$10.6 billion dollars in net revenues. Among its proponents, tribal gaming has been hailed as the "new buffalo" for American Indians and credited with transforming once destitute Indian reservations from the grips of poverty, unemployment, and welfare dependency. Given the choices at hand, it is not surprising that many have seized upon gambling as a bonanza and much needed, though controversial, form of development. Yet this reversal of fortune after generations of impoverishment has exacted a displacement toll few proponents have been willing to acknowledge: social conflict, tribal factionalism, and cultural antagonism. In this essay I consider some of these displacement effects, their historical antecedents, and the ramifications for Indian and non-Indian communities.

**Notes:** Fulltext in Academic Search Premier

**Reference Type:** Report

**Record Number:** 89

**Author:** Goodman, R.

**Year:** 1994

**Title:** Legalized gambling as a strategy for economic development

**City:** Northampton, MA

**Institution:** United States Gambling Study

**Call Number:** HV 6715 G653 1994

**Abstract:** The goal of this report was to assess the economic, social and legal consequences that occur when governments try to use gambling as a way to improve their economies. The research is intended to

help give communities and policy makers a more informed and objective basis for making decisions. Fourteen studies of gambling's economic impact were analyzed and it was found that claims of economic benefits were generally exaggerated, while costs were understated.

**Reference Type:** Book

**Record Number:** 88

**Author:** Goodman, R.

**Year:** 1995

**Title:** The luck business the devastating consequences and broken promises of America's gambling explosion

**City:** New York

**Publisher:** Free Press

**Call Number:** UofL Main Collection HV 6715 G6531 1996

**Abstract:** In this damning indictment of legalized gambling, Goodman documents how this business, which generates more than \$40 billion dollars a year in revenues, is also the cause of myriad economic and social problems for the very communities that have looked to it as a panacea.

**Reference Type:** Report

**Record Number:** 147

**Author:** Goss, E.

**Year:** 2002

**Title:** The economic impact of an Omaha, Nebraska casino. Prepared for the Greater Omaha Chamber of Commerce

**City:** Omaha, NE

**Institution:** Goss & Associates

**Abstract:** This study examines the impact of "commercial casinos" focusing specifically on the impact of the addition of a casino to the Omaha, Nebraska economy.

**URL:** [http://www.omahachamber.net/gamblingstudy/full\\_study.pdf](http://www.omahachamber.net/gamblingstudy/full_study.pdf)

**Reference Type:** Report

**Record Number:** 141

**Author:** Goss, E.; Morse, E.

**Year:** 2004

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

**Institution:** Creighton University

**Abstract:** Roughly 250 U.S. counties have legalized casino gambling within their borders. Sixty of these counties have established commercial casino operations, with the remainder supporting tribal casinos. Past research has provided mixed results regarding the impact of these casinos on market and non-market outcomes. The goal of this research study is to estimate the impact of casinos on two of these outcome variables -- individual and business bankruptcy rates -- over the decade of the 1990s. The study matches each casino county with a non-casino county according to U.S. Census region, household income, population and population density. Using simple descriptive statistics and regression analysis, the study estimates the impacts of casinos on bankruptcy rates. Our regression analysis on matched-pair counties indicates that those counties that legalized casino gambling during the 1990s experienced a cumulative growth rate in individual bankruptcies that was more than double the growth rate for corresponding non-casino counties. However, the cumulative rate of change in business bankruptcy rates in the casino counties was, on average, 35.4 percent lower than the applicable rate for the non-casino counties.

**URL:** [http://gaming.uleth.ca/agri\\_downloads/1212/Casino\\_bankruptcy%20031204.pdf](http://gaming.uleth.ca/agri_downloads/1212/Casino_bankruptcy%20031204.pdf)

**Reference Type:** Journal Article

**Record Number:** 85

**Author:** Govoni, R.; Frisch, G. R.; Rupcich, N.; Getty, H.



**Year:** 1998

**Title:** First year impacts of casino gambling in a community

**Journal:** Journal of Gambling Studies

**Volume:** 14

**Issue:** 4

**Pages:** 347-358

**Abstract:** This article presents first year results of a multi-year project to measure the impact of the opening of Casino Windsor on gambling behavior in Windsor, Ontario, Canada. A random telephone survey of gambling behavior was conducted with 2,682 adult residents of metropolitan Windsor prior to the opening of Casino Windsor, and was repeated with 2,581 residents one year later. There were no statistically significant changes in the rates of problem and pathological gambling among men, women, or the general population one-year following the opening of the casino. Although there was some evidence of higher-spending gamblers within the post casino sample, no statistically significant differences were found between pre- and post-casino per capita gambling expenditures. Implications of these results for the future measurement and treatment of problem and pathological gambling are discussed. ((c) 1999 APA/PsycINFO, all rights reserved).

**Reference Type:** Journal Article

**Record Number:** 92

**Author:** Grinols, E. ; Omorov, J. D.

**Year:** 1996

**Title:** Development of dreamfield delusions: Assessing casino gambling's costs and benefits

**Journal:** Journal of Law and Commerce

**Volume:** 16

**Pages:** 49-87

**Notes:** University of Pittsburgh School of Law, Fall 1996

**Reference Type:** Journal Article

**Record Number:** 112

**Author:** Grinols, E. L.

**Year:** 1994

**Title:** Bluff or winning hand? Riverboat gambling and regional employment and unemployment

**Journal:** Illinois Business Review

**Volume:** 51

**Issue:** 1

**Pages:** 8-11

**Abstract:** Generally, an additional dollar of ordinary tax imposes excess costs on the private sector between \$0.17 and \$0.56 for every dollar raised, due to market dislocations that necessarily accompany a tax. Raising revenue through gambling translates into \$1.50 or more in excess costs for every tax dollar raised when costs such as direct crime costs are taken into account. In response to criticism, the gambling industry has frequently promised to provide jobs and economic development to the municipalities where it seeks to locate. A small town stands the best chance of showing gains since it is more likely that gamblers will be from outside the local area. A simple before-and-after comparison reveals that riverboats did not create the jobs that were promised and had little effect on reducing unemployment. In the case where employment was increased, the improvement was less than 50% of riverboat employment.

**Notes:** Fulltext in ABI/Inform

**Reference Type:** Journal Article

**Record Number:** 43

**Author:** Grinols, Earl L.

**Year:** 1996

**Title:** Incentives explain gambling's growth

**Journal:** Forum for Applied Research and Public Policy

**Volume:** 11

**Issue:** 2

**Pages:** 119-124

**Date:** Summer96

**Accession Number:** 9702272613

**Keywords:** casinos  
gambling

**Abstract:** Discusses how various states are benefiting with the introduction of casino gambling. Growth in legalized casino gambling; Result of confluence of natural market forces and economic incentives; Addiction to gambling and other social ills created; Incentives that explain the growth of gambling.

**Notes:** 6p

**Reference Type:** Journal Article

**Record Number:** 93

**Author:** Grinols, E. L.

**Year:** 1996

**Title:** Gambling as economic policy: Enumerating why losses exceed gains

**Journal:** Illinois Business Review

**Pages:** 6-12

**Abstract:** Apart from the social harm that it causes, gambling would be just another inconsequential, low-technology business earning ordinary profits and exhibiting easy entry and exit. It is a logical impossibility for every area to win at the others' expense when gambling is present in every region. For the nation as a whole there will be no net economic development from the spread of gambling, but there will be the creation of a new social problem and the social costs that entails. From a national perspective, the sole benefit of gambling is that it is an additional form of entertainment for the subset users who gamble recreationally and can do so without harming themselves or others. The cost-benefit question is whether another form of entertainment is needed whose social costs are equal to an additional recession every decade.

**Notes:** Fulltext in ABI/inform

**Reference Type:** Journal Article

**Record Number:** 170

**Author:** Grinols, E. L., & Mustard, D. B.

**Year:** 2001

**Title:** Business profitability vs. social profitability: Evaluating the social contribution of industries with externalities and the case of the casino industry

**Journal:** Managerial and Decision Economics

**Volume:** 22

**Issue:** 1-3

**Pages:** 143-162

**Abstract:** Casino gambling is a social issue, because in addition to the direct benefits to those who own and use casinos, positive and negative externalities are reaped and borne by those who do not gamble. To correctly assess the total economic impact of casinos, one must distinguish between business profitability and social profitability. This article provides the most comprehensive framework for addressing the theoretical cost-benefit issues of casinos by grounding cost-benefit analysis on household utility. It also discusses the current state of knowledge about the estimates of both the positive and negative externalities generated by casinos. Lastly, it corrects many prevalent errors in the debate over the economics of casino gambling.

**Notes:** Fulltext in ABI/Inform

**Reference Type:** Book

**Record Number:** 128

**Author:** Grinols, E. L.

**Year:** 2004  
**Title:** Gambling in America: Costs and benefits  
**City:** Cambridge, UK  
**Publisher:** Cambridge University Press  
**Call Number:** UofL Main Collection HV 6715 G76 2003

**Reference Type:** Journal Article

**Record Number:** 169

**Author:** Grinols, E. L., & Mustard, D. B.

**Year:** 2004

**Title:** Measuring industry externalities: The curious case of casinos and crime

**Journal:** Review of Economics and Statistics (submitted)

**Abstract:** The philosophy of externalities and corrective policy is much better developed theoretically than it is in application because of the difficulty in measuring the size of externalities. This paper examines the connection between the casino industry, which did not exist outside Nevada before 1978, and crime using county-level data for the US between 1977 and 1996, a period when casinos were introduced to many other states. We articulate theoretical reasons why casinos may either decrease or increase crime. Most factors that reduce crime occur before or shortly after a casino opens, while the variables that increase crime, including the role of problem and pathological gamblers, occur over time. The empirical results are very consistent with these intertemporal predictions. Crime is relatively low shortly after a casino opens, and it grows over time. Furthermore, crime rates in counties that border casino host counties suggest that casinos create crime, not merely move it from one area to another: Neighbor-county data indicate that casino crime spills over into border areas rather than is moved from them. Last, we explain why other studies have failed to identify a strong link between casinos and increased crime rates. The data indicate that 8 percent of crime observed in casino counties in 1996 was attributable to casinos. The average annual cost of increased crime due to casinos was about \$70 per adult per year.

**URL:** <http://www.terry.uga.edu/~dmustard/casinos.pdf>

**Reference Type:** Journal Article

**Record Number:** 111

**Author:** Grinols, E. L.; Omorov, J. D.

**Year:** 1996

**Title:** Who loses when casinos win?

**Journal:** Illinois Business Review

**Volume:** 53

**Issue:** 1

**Pages:** 7-12

**Abstract:** Casino gambling remains controversial in Illinois and other states that have introduced it or are considering it. This is mainly because the associated increase in problem and pathological gamblers creates social costs of between \$110 and \$340 per adult per year when averaged over the entire population. Although social costs are the main economic objection to casino gambling, the source of casino revenues matters to understanding gambling and to making decisions about it. For example, the evidence suggests that a large portion of the revenues of expanded casino gambling will come from problem and pathological gamblers. Eight areas are examined to see the effects of casinos on employment. Six areas showed no relationship between the introduction of casinos and increased employment, one showed an employment increase equal to 15% of possible, and another 40%. This suggests that the majority of the revenues earned by casinos came from nearby residents, much of the casino revenues were removed from the county by casino owners, or some combination of both.

**Notes:** Fulltext in ABI/inform

**Reference Type:** Journal Article

**Record Number:** 24

**Author:** Gross, Meir

**Year:** 1998

**Title:** Legal gambling as a strategy for economic development

**Journal:** Economic Development Quarterly

**Volume:** 12

**Issue:** 3

**Pages:** 203-213

**Abstract:** State and local governments are promoting gambling as a way to raise revenue. Critics believe gambling is not a substitute for economic development and feel casinos, lotteries, and other gambling forms are problematic. Bills that would establish a national commission to study gambling's impact are pending in Congress. Effects of gambling practices require the promotion of well-researched policies on economic development.

**Reference Type:** Journal Article

**Record Number:** 67

**Author:** Hakim, Simon; Buck, Andrew J.

**Year:** 1989

**Title:** Do casinos enhance crime?

**Journal:** Journal of Criminal Justice

**Volume:** 17

**Issue:** 5

**Pages:** 409-416

**Call Number:** UofL Main Collection HV 7231 J62 v. 17 no. 1/6 1989

**Abstract:** This article analyzes the possible impact of the 1978 introduction of casino gambling in Atlantic City on crime in that region. Pooled time-series cross-sectional data from sixty-four localities for the years 1972 to 1984 were used to investigate four types of property crimes and total violent crimes. The results suggest spatial crime spill-over from Atlantic City, where violent crime diminished most rapidly, followed by robberies and auto thefts. Larcenies declined least rapidly. The greatest postcasino crime increase was observed for violent crimes and auto thefts and the least for burglaries. A one percent increase in the distance from Atlantic City was associated with greater reduction in all crimes than was a one percent increase in police outlays.

**Reference Type:** Journal Article

**Record Number:** 29

**Author:** Hall, C Michael; Hamon, Christopher

**Year:** 1996

**Title:** Casinos and urban redevelopment in Australia

**Journal:** Journal of Travel Research

**Volume:** 34

**Issue:** 3

**Pages:** 30-36

**Abstract:** The role of casinos as a development tool is undergoing a transformation that reflects broader shifts in the nature of urban governance. The potential role of casino development as a strategy for the economic rejuvenation of an urban destination is now well recognized. In Australia, the last 5 years has witnessed a new stage in the granting of casino licenses, whereby - in addition to traditional factors such as government increasing its tax revenues and the argument that casinos would attract tourists - casino development is now an integral component of urban redevelopment and reimagining strategies. The interrelationship between gaming tourism and urban development within the Australian context is examined. Overall, gaming tourism has become an essential part of the economic development strategies of the Australian local state and of the rejuvenation of inner-city and industrial lands in particular. Casinos have therefore become integrated with urban revitalization measures.

**Reference Type:** Journal Article

**Record Number:** 1

**Author:** Hashimoto, K.; Fenich, G. G.

**Year:** 2003

**Title:** Does casino development destroy local food and beverage operations?: Development of casinos in Mississippi

**Journal:** Gaming Law Review

**Volume:** 7

**Issue:** 2

**Pages:** 101-109

**Abstract:** Over the last decade, there has been a boom in casino gambling and it has been one of the fastest growing industries in the U.S. Proponents have pointed to job development and economic growth as rationales for entry into new jurisdictions. In addition to social and moral retorts, opponents have cited the negative impact on local restaurants as a major reason for limiting casino development. It is claimed that casinos have a detrimental affect on food and beverage businesses in a community. While this rationale has been put forth many times, there is little empirical evidence to either prove, or disprove, this claim. This article analyzes the effects of casino development on food and beverage activity in the state of Mississippi. More specifically, it will assess the levels of economic activity, in the form of employment, payroll, and number of establishments by the food and beverage industry, both before and after legalization of casino gaming.

**Notes:** I have a .PDF version of this study available.

**Reference Type:** Report

**Record Number:** 176

**Author:** Hawke, A.

**Year:** 2000

**Title:** Measuring the impact of gambling: An economist's view. Hawke Institute Working Paper Series No. 4

**City:** Magill, South Australia

**Institution:** Hawke Institute, University of South Australia

**Abstract:** In a recent draft report on Australia's gambling industry, the Australian Productivity Commission found that, on balance, gambling has a positive impact on Australia's economy. This paper analyses the economic benefits and costs of gambling in Australia, while also acknowledging that it is very difficult to assign a monetary value to social and personal costs. It concludes that, if the position of 'problem gamblers' (those addicted to gambling) is included in the analysis, gambling may well be an economic burden to our society.

**URL:** <http://www.unisa.edu.au/hawke/institute/resources/Working%20paper%204.pdf>

**Reference Type:** Journal Article

**Record Number:** 86

**Author:** Henriksson, L. E.

**Year:** 1996

**Title:** Hardly a quick fix: Casino gambling in Canada

**Journal:** Canadian Public Policy

**Volume:** 22

**Issue:** 2

**Pages:** 116-128

**Abstract:** Casino gambling is proliferating in Canada despite evidence that its ability to generate net increases in tax revenues and employment is uncertain. This paper reviews the principal costs and benefits that are relevant in evaluations of casino proposals, along with pertinent literature. Principal recommendations include more scholarly cost-benefit studies. A regulatory strategy and public consultation are also essential, although the difficulties associated with both should always be recognized. All in all, the casino's usefulness as a policy instrument appears to be marginal, particularly in the long run.

**Notes:** Available online through the U. of L. library catalogue

**Reference Type:** Journal Article

**Record Number:** 173

**Author:** Henriksson, L. E.

**Year:** 2001

**Title:** Gambling in Canada: Some insights for cost-benefit analysis

**Journal:** Managerial and Decision Economics

**Volume:** 22

**Issue:** 1-3

**Pages:** 113-123

**Abstract:** In recent years, the size and scope of legalized gambling in Canada has risen sharply. This increase has taken place in a chaotic fashion, and largely in the absence of a clear picture of what the net benefits might be. This article describes distinguishing features of gambling in Canada. It then summarizes the emergent state of extant cost-benefit analyses, and presents the case for more comprehensive evaluations of the economic, social, and health outcomes. A greater emphasis upon interdisciplinarity research paradigms is indicated.

**Notes:** Fulltext available in ABI/Inform

**Reference Type:** Journal Article

**Record Number:** 165

**Author:** Henriksson, L. E.; Lipsey, R. G.

**Year:** 1999

**Title:** Should provinces expand gambling?

**Journal:** Canadian Public Policy

**Volume:** 25

**Issue:** 2

**Pages:** 259-275

**Abstract:** State-sponsored gambling is now widespread in both Canada and the United States. The purpose of this paper is to provide a critical analysis of gambling as a revenue-raising instrument for government. We begin by outlining key principles, and then demonstrate how a realistic appraisal of the economic and employment effects of expansion can be achieved. Next, we evaluate gambling as a source of revenue and jobs. A discussion of cost issues and a brief treatment of First Nations' gambling follows.

Recommendations complete the paper.

**URL:** <http://www.sfu.ca/~rlipsey/gamb.PDF>

**Reference Type:** Report

**Record Number:** 198

**Author:** Hinch, T.

**Year:** 2003

**Title:** Casino patrons, travel behaviour, place attachment, and motivations: A study of Alberta residents

**City:** Edmonton, AB

**Institution:** Alberta Gaming Research Institute

**Call Number:** UofL Main Collection HV 6722 C23 A34 2003

**Abstract:** This study is guided by the question of what role "place or destination" plays in the behaviour of Alberta residents who visit casinos on their travels. More specifically, the study is designed to: (1) identify the casino related travel behaviour of Alberta residents, (2) examine the importance of place attachment and mode of experience in relation to casino patronage by Alberta residents, and (3) discover the motivations of these casino gamblers.

**URL:** [http://www.abgaminginstitute.ualberta.ca/documents/research/Hinch\\_Casino\\_Patrons.pdf](http://www.abgaminginstitute.ualberta.ca/documents/research/Hinch_Casino_Patrons.pdf)

**Reference Type:** Journal Article

**Record Number:** 122

**Author:** Hsu, C. H. C.

**Year:** 1998

**Title:** Gaming as an economic development tool: A case study of two Iowa communities

**Journal:** Pacific Tourism Review

**Volume:** 1

**Pages:** 211-224

**Abstract:** This study identified both the actual and business owners' perceived economic impacts of legalized riverboat gaming on two communities in southeastern Iowa. Actual economic impacts were measured by constant total retail sales, number of retail firms, economic pull factors, unemployment rates, and hotel/motel tax revenues in a 10-year period. A survey was sent to 519 business owners in those two cities and communities within 20 miles of the cities. Results indicated that gaming in the two communities had limited impact on local tourism and economic development. The majority of business owners perceived no change in their business level; however, business owners' perception of business level change appeared to be influenced by their opinions of legalized gaming. For communities and countries considering gaming as a tourism and economic development tool, a long-term tourism development plan is needed. Gaming is not the magical solution to economic problems nor the answer to lack of tourism development.

**Notes:** I have a print copy of this article in my office.

**Reference Type:** Journal Article

**Record Number:** 123

**Author:** Hsu, C. H.C.

**Year:** 1998

**Title:** Impacts of riverboat gaming on community quality

**Journal:** Journal of Hospitality and Tourism Research

**Volume:** 22

**Issue:** 4

**Pages:** 323-337

**Abstract:** This study, examining two southeastern Iowa riverboat communities, identified the impact of the riverboat casino on 25 community quality attributes, as perceived by community residents. Tax revenue generation was the only attribute improved as a result of the riverboat casino. All other attributes were not changed. The community quality attributes were categorized into six factors: Free of Crime, Attractiveness, Economy, Community Activities, Public Services, and Hospitality. Those whose highest education level attained was a high school diploma, who had visited the casino, who visited the casino more often, and who supported the legalization of gaming in the state perceived the impact of the riverboat casino more positively.

**Notes:** I have a print copy of this article in my office.

**Reference Type:** Book

**Record Number:** 159

**Author:** Hsu, Cathy H.C.

**Year:** 1999

**Title:** Legalized casino gaming in the United States: The economic and social impact

**City:** Bingham, NY

**Publisher:** Haworth Press

**Call Number:** HV 6711 L44 1999

**Reference Type:** Journal Article

**Record Number:** 120

**Author:** Hsu, Cathy H. C.

**Year:** 2000

**Title:** Residents' support for legalized gaming and perceived impacts of riverboat casinos: Changes in five years

**Journal:** Journal of Travel Research.

**Volume:** 38

**Issue:** 4

**Pages:** 390-395

**Abstract:** Modern riverboat casinos have been in operation since 1991. This study investigates the changes in residents' perceived impacts of riverboat casinos on community quality over time. Data were collected in 1993 and 1998 from randomly selected residents in Iowa and Illinois. Residents were significantly less positive about the legalization of gaming in these states in 1998 than in 1993. Of the 24 community quality attributes rated, 5 underlying factors were identified and 3 of these were rated as significantly worse in 1998 than in 1993. Multiple linear regression analysis results indicate that respondents' perceptions on "free of crime" and "community amenities and activities" were significant predictors of their support for legalized gaming. Implications for gaming proponents and opponents are provided.

**Notes:** I have a print copy of this article in my office.

**Reference Type:** Journal Article

**Record Number:** 121

**Author:** Hsu, C. H. C.

**Year:** 2000

**Title:** Riverboat casinos' impact on host communities: Comments from business owners and residents

**Journal:** Asia Pacific Journal of Tourism Research

**Volume:** 5

**Issue:** 1

**Pages:** 8-15

**Abstract:** A qualitative component was incorporated in a gaming impact study to explore how business owners and residents make sense of their lives and experiences with the presence of a riverboat casino in their community. Data collected were categorized to summarize their perceptions on the effect of riverboat casinos on their businesses, their lives, and the community. Most respondents' comments represented a balanced view of the casinos' influence. Increased gambling addiction appeared to be their major concern. This article provides insights of the real feelings of people who were affected most by the gaming development.

**Notes:** I have a print copy of this report in my office.

**Reference Type:** Report

**Record Number:** 137

**Author:** Human Services Administration of Lincoln Nebraska; Poykko-Post, J.

**Year:** 2004

**Title:** Socioeconomic Indicators of Legalized Gambling in Lincoln/Lancaster County, Nebraska. Prepared for the Joint Budget Committee

by the Human Services Administration

**City:** Lincoln, NE

**Institution:** Human Services Administration

**Abstract:** This study provides a compilation of the annual change (generally from 1990 to 2002) in 29 selected indicators for Lancaster County. These indicators include: persons, age, households and families, employment/unemployment (labor force), employment by sector (work force), retail sales, earnings, transfer payments and personal income, household income, poverty, bankruptcies, payday lenders, bad checks, insurance fraud, forgery, embezzlement and fraud, burglary, robbery and larceny, traffic accidents and drunk driving, child abuse and neglect, domestic assault, divorce, suicide, and gambling treatment. These indicators, for the most part, were contained in the previous two studies, and reflect a time when casinos, video slots or other forms of expanded gambling are not legal in the State.

**URL:** [http://www.ci.lincoln.ne.us/cnty/hserv/pdf/ll\\_gamb\\_study.pdf](http://www.ci.lincoln.ne.us/cnty/hserv/pdf/ll_gamb_study.pdf)

**Reference Type:** Journal Article

**Record Number:** 174

**Author:** Hunsaker, Julie

**Year:** 2001

**Title:** The impact of riverboat casinos on the demand for gambling at casino resorts: A theoretical and



empirical investigation

**Journal:** Managerial and Decision Economics

**Volume:** 22

**Issue:** 1-3

**Pages:** 97-111

**Abstract:** Conditions are provided under which a casino resort enjoys an increase in demand following the entry of a riverboat casino in a separate geographical market. Gambling is modeled as an "experience good," whereby consumers are uncertain of the benefit they will receive from the activity prior to engaging in it. The riverboat casino provides nearby consumers with the opportunity to experience gambling without having to incur large transportation costs. Those consumers who discover that they enjoy gambling travel to the casino resort for a vacation next period. The theoretical results are supported by empirical evidence for casinos in Las Vegas.

**Notes:** Fulltext available in ABI/Inform

**Reference Type:** Journal Article

**Record Number:** 46

**Author:** Jacques, Christian; Ladouceur, Robert; Ferland, Francine

**Year:** 2000

**Title:** Impact of availability on gambling: A longitudinal study

**Journal:** Canadian Journal of Psychiatry

**Volume:** 45

**Issue:** 9

**Pages:** 810-815

**Date:** Nov2000

**Accession Number:** 3937293

**Keywords:** casinos

gambling

**Abstract:** Objective: Legalized gambling opportunities have markedly increased in most industrialized countries. While most authors agree that the rate of pathological gamblers is related to the accessibility of gambling activities, no published studies have yet empirically estimated the impact of the introduction of new gambling activities within a longitudinal study. Thus, we evaluate the impact of the opening of a casino on gambling activities among nearby inhabitants. Method: A random sample of 457 respondents from the Hull area (experimental group) and 423 respondents from the Quebec City area (control group) completed the South Oaks Gambling Screen and related questions, both before the opening of the Casino de Hull and 1 year later. Within each household contacted, a resident was randomly chosen by selecting the adult whose birthday was next. Results: The experimental group exposed to the new casino showed a significant increase in 1) gambling on casino games, 2) the maximum amount of money lost in 1 day on gambling, 3) reluctance toward the opening of a local casino, and 4) the number of participants who reported knowing a person who has developed a gambling problem in the last 12 months. Conclusion: The impact of legalized gambling is discussed in relation to the availability of gambling. (Can J Psychiatry 2000;45:810-815) Key Words: pathological gambling, prevalence, longitudinal study, casino, availability of gambling [ABSTRACT FROM AUTHOR]

**Notes:** 6p

4 charts

4174

**Reference Type:** Journal Article

**Record Number:** 35

**Author:** Janes, Patricia L.; Collison, Jim

**Year:** 2004

**Title:** Community leader perceptions of the social and economic impacts of indian gaming

**Journal:** Gaming Research & Review Journal

**Volume:** 8

**Issue:** 1

**Pages:** 13-30

**Date:** 2004

**Accession Number:** 13186595

**Keywords:** SERVICE industries

GAMBLING industry

INDIANS of North America

ECONOMIC impact

amusements

SOCIAL impact assessment

gambling

casinos

**Abstract:** The development of casino gambling in recent years whether through state-regulated or Native American gaming operations has resulted in increased concern over social and economic impacts. This study assessed perceptions of eight community leaders as to how the area was affected by a major expansion of a Native American casino. Leaders were interviewed prior to and several years after the completed expansion. Leaders felt the expansion had contributed positively to the community but noted increased social concerns. Overall, economic impacts were positive, however, the uniqueness of a Native American casino operation posed other challenges. [ABSTRACT FROM AUTHOR]

**Notes:** 18p

4 charts

**Reference Type:** Book

**Record Number:** 117

**Author:** Jensen, K.; Blevins, A.

**Year:** 1998

**Title:** The last gamble: Betting on the future in four Rocky Mountain mining towns

**City:** Tuscon, AZ

**Publisher:** University of Arizona Press

**Call Number:** UofL Main Collection HV 6721 R62 J46 1998

**Abstract:** From the onset of legalized gambling in the Rocky Mountains, authors Katherine Jensen and Audie Blevins collected economic data, interviewed officials and citizens, and perused countless historical sources. Their efforts have resulted in a unique account detailing the dramatic changes in communities that stake their economic and cultural futures solely on the gambling industry. The Last Gamble: Betting on the Future in Four Rocky Mountain Mining Towns explores changing economic realities in communities and promises to be a solid addition to the new social history of the West. Concentrating on sharply focused, regional case studies, the authors incorporate research from wider national and historical angles. The outcome is a critical perspective on social change and a thorough assessment of the impacts of gaming on civic groups and institutions. Jensen and Blevins offer readers clear insight into the dilemmas faced by the four communities, a clarity that is powerfully enhanced by their personal ties to the people and places. The Last Gamble is an intriguing work that will appeal to all readers with an interest in the modern American West and will prove especially valuable to policymakers, preservationists, historians, and sociologists.

**Reference Type:** Journal Article

**Record Number:** 62

**Author:** Kang, Y. S. ; Long, P. T. ; Perdue, R. R.

**Year:** 1996

**Title:** Resident attitudes toward legal gambling

**Journal:** Annals of Tourism Research

**Volume:** 23

**Issue:** 1

**Pages:** 71-85

**Call Number:** UofL Main Collection G 155 A1 A56 v. 23 no. 1/4 1996

**Abstract:** This paper reports on the development of a scale to measure resident attitudes toward limited-stakes casino gambling as a tourism development strategy in their community. The scale development

process started with definition of the construct, identification of 17 measurement items, and data collection in five towns in two US states. The data were subjected to outlier detection, exploratory Factor analysis, and unidimensionality tests via confirmatory factor analysis. These procedures yielded a five-item attitude scale with relatively high reliability and significant content and construct validity. The procedures and outcomes of this scale development effort are discussed with recommendations for future research on resident attitudes toward tourism and gambling.

**Reference Type:** Journal Article

**Record Number:** 189

**Author:** Kelley, Robin

**Year:** 2002

**Title:** First nations gambling policy in Canada

**Journal:** Journal of Aboriginal Economic Development

**Volume:** 2

**Issue:** 2

**Pages:** 41-55

**Reference Type:** Journal Article

**Record Number:** 177

**Author:** Kindt, J. W. 1994. 43:

**Year:** 1994

**Title:** The economic impacts of legalized gambling activities

**Journal:** Drake Law Review

**Volume:** 43

**Pages:** 51-95

**Reference Type:** Journal Article

**Record Number:** 178

**Author:** Kindt, J. W.

**Year:** 1995

**Title:** U.S. national security and the strategic economic base: The business/ economic impacts of the legalization of gambling activities

**Journal:** Saint Louis University Law Journal

**Volume:** 39

**Pages:** 567-584

**Reference Type:** Report

**Record Number:** 79

**Author:** KPMG Management Consulting

**Year:** 1995

**Title:** One-year review of Casino Windsor

**City:** Toronto

**Abstract:** The scope of this review is to assess the impacts of the first year of operation of Casino Windsor on Windsor, Essex County, and Ontario. The review includes detailed assessment of economic, community, and policing impacts. After the introduction, this review document describes operations impacts (value-added, employment, and government revenues generated from operating expenditures made by the casino and its suppliers); impacts due to incremental tourist spending, i.e. spending outside the casino by tourists whose primary purpose was to visit the casino; impacts on neighborhoods, social assistance, problem gambling, and other legal gaming activities such as bingo and lotteries; and policing impacts in the context of public safety and security both inside and outside the casino. Appendices include descriptions of estimation procedures and a glossary.

**URL:** <https://dspace.ucalgary.ca/handle/1880/232>

**Reference Type:** Report

**Record Number:** 148

**Author:** KPMG Management Consulting

**Year:** 2002

**Title:** Casino market assessment: Moncton, New Brunswick. Prepared for the City of Moncton.

**City:** Toronto

**Institution:** KPMG [Canada]

**Abstract:** The City of Moncton is in the process of revitalizing its downtown core. One of many initiatives being contemplated is the redevelopment of the "Beaver Lumber" site into a multi-use commercial development. Components being considered include a hotel, a conference/convention facility, an entertainment facility, residential units, a municipal aquatic centre and a casino.

**URL:** <http://www.moncton.org/search/english/CITYHALL/publications/finalcasinoreport.pdf>

**Reference Type:** Report

**Record Number:** 196

**Author:** Kubursi, Atif; Jaffray, Don

**Year:** 1999

**Title:** The social and economic impacts of a permanent casino in Hamilton

**City:** Hamilton, ON

**Institution:** Social Planning and Research Council of Hamilton-Westworth

**Call Number:** UofL Main Collection HV 6722 C23 H35 S6 1999

**Abstract:** This study examined the potential of a permanent casino in Hamilton with respect to its financial viability, economic impacts and social impacts. Although these three aspects are interrelated and influence one another, the results are presented separately for each aspect.

**URL:** <http://www.sprc.hamilton.on.ca/Casino%20Impacts.htm>

**Reference Type:** Journal Article

**Record Number:** 53

**Author:** Lee, C. K.; Back, K. J.

**Year:** 2003

**Title:** Pre- and post-casino impact of residents' perception

**Journal:** Annals of Tourism Research

**Volume:** 30

**Issue:** 4

**Pages:** 868-885

**Abstract:** While most of the previous research on residents' perceptions was conducted in the form of snapshots taken at a particular time, or after tourism development, this paper aims to explore any significant differences in these perceptions between pre- and post-development of casinos. The survey for this study was developed to examine the underlying relationships among impact, benefit, and support variables based on social exchange theory, using a structural equation model. The results show that positive economic impact was most significant in determining the benefit level, which was further enhanced after the casino opened. Respondents perceived positive social impacts to be most significant both before and after casino development. (C) 2003 Elsevier Ltd. All rights reserved.

**Notes:** Fulltext available in Science Direct

**Reference Type:** Journal Article

**Record Number:** 13

**Author:** Lee, C. K.; Kim, S. S.; Kang, S.

**Year:** 2003

**Title:** Perceptions of casino impacts-a Korean longitudinal study

**Journal:** Tourism Management

**Volume:** 24

**Issue:** 1

**Pages:** 45-55

**Abstract:** The purpose of this paper is to explore residents' perceptions toward casino development. Specifically, this paper examines whether there are significant differences between residents' perceptions before and after the casino development and whether impact factors are correlated with both support for casino and expected personal benefits. Paired t-tests show that residents' perceptions were significantly different before and after the casino development. Specifically, residents were likely to perceive positive impacts less strongly and negative impacts as being less worse after the casino opened than they did prior to the casino's opening. In contrast, residents were likely to perceive direct gambling costs as being more serious after the casino opened than they did prior to the casino's opening. Correlation analysis indicates that those residents who supported the casino development were likely to perceive economic and social impacts more positively. Residents who perceived they would personally benefit from the casino development were also likely to express economic and social impacts more positively, indicating support for a social exchange theory.

**Notes:** Fulltext in Science Direct

**Reference Type:** Journal Article

**Record Number:** 74

**Author:** Lester, David

**Year:** 1994

**Title:** Access to gambling opportunities and compulsive gambling

**Journal:** International Journal of the Addictions

**Volume:** 29

**Issue:** 12

**Pages:** 1611-1616

**Abstract:** Compared the numbers of chapters of Gamblers Anonymous (GA) with the availability of gambling in all 50 states. Results show that the opportunity to gamble at casinos with slot machines, on sports betting, at jai alai, and in teletheaters was associated with a greater per capita incidence of GA chapters. Forms of gambling not associated with the density of GA chapters included bingo and charitable gambling, most forms of simple state lotteries, and greyhound and horse racing. (PsycINFO Database Record (c) 2002 APA, all rights reserved)

**Reference Type:** Journal Article

**Record Number:** 113

**Author:** Ligthelm, A. A.

**Year:** 2001

**Title:** Community Attitudes towards Casinos and the Estimated Magnitude of Problem Gambling: The Mpumalanga Case

**Journal:** African Sociological Review

**Volume:** 5

**Issue:** 2

**Pages:** 122-132

**Abstract:** This report presents results of a community survey aimed at monitoring community perceptions of & trends in gambling behavior. The results of the survey also provide an indication of the possible magnitude of "at risk" (problem) gambling in Mpumalanga. This information could be of great value in policy development & decision making with respect to the government's endeavor to design appropriate measures relating to the casino industry. 4 Tables, 4 Figures, 7 References. Adapted from the source document.

**Reference Type:** Journal Article

**Record Number:** 135

**Author:** Little, Margo

**Year:** 2002

**Title:** Casino as a cash cow: A cautionary tale?

**Journal:** Journal of Aboriginal Economic Development

**Volume:** 2

**Issue:** 2

**Pages:** 68-76

**Abstract:** It is possible to take marginalized communities and empower them through the gaming mechanism but well thought out safeguards must be built into the plan. The quandry posed by the use of gambling to woo prosperity is not easily resolved. It is vital that First Nations create institutions worthy of community support and respect. Precise financial management controls coupled with a concern for healthy families can be a winning formula for economic and spiritual salvation.

**Reference Type:** Report

**Record Number:** 143

**Author:** Littlepage, L.; Payton, S.; Atibil, C.

**Year:** 2004

**Title:** Riverboat gambling in Indiana: An analysis of the impacts

**City:** Indianapolis, IN

**Institution:** Center for Urban Policy and the Environment

**Abstract:** This paper sets Indiana in context as compared to other states in terms of gaming revenue, employment, and taxes to determine the relative scope of casino gaming in Indiana. The tourism, employment, fiscal, and economic impacts of the nine Indiana riverboats that have been analyzed are then compared.

**URL:** [http://www.casinoassociation.org/Riverboat\\_Impact.pdf](http://www.casinoassociation.org/Riverboat_Impact.pdf)

**Reference Type:** Book

**Record Number:** 118

**Author:** Long, P.; Clark, J.; Liston, D.

**Year:** 1994

**Title:** Win, lose or draw? Gambling with America's small towns

**City:** Queenstown, MD

**Publisher:** Aspen Institute

**Call Number:** UofL Main Collection HV 6721 C6 L66 1994

**Abstract:** This book uncovers some of the key policy issues of small town gambling in the 1990s. The book is based on the authors' comprehensive study of gambling in small communities of Colorado and South Dakota. The authors also discuss many issues and pose questions that small communities should be asking themselves in regard to gambling. The book appeals to local policymakers to examine the issues, to identify courses of action, and to create guidelines for lawmakers and community leaders.

**Reference Type:** Journal Article

**Record Number:** 61

**Author:** Long, P. T.

**Year:** 1996

**Title:** Early impacts of limited stakes casino gambling on rural community life

**Journal:** Tourism Management

**Volume:** 17

**Issue:** 5

**Pages:** 341-353

**Abstract:** Owing to the potential windfall profits of casino gambling, rural communities throughout the United States are considering gambling tourism as a means to revitalize failing economies. The communities of Deadwood, South Dakota, and Black Hawk, Central City and Cripple Creek, Colorado, have implemented one form of casino gambling, limited stakes, with varying degrees of success. It is clear from the early experience of these communities that gambling can spawn terrific windfalls - and generate

tremendous costs, Thus, public officials, casino owners and managers, community leaders and residents must all understand the issues communities face in making the transition to a gambling economy and plan accordingly, An unbridled move to a gambling economy causes tremendous change and the need for dramatic adjustment in the lives of community residents. Early indications are that planning is essential at the community, state and gambling industry level, Determining appropriate scale, assessing current and future competition, and identifying who should benefit must be an integral part of this planning effort.  
Copyright (C) 1996 Elsevier Science Ltd

**Reference Type:** Journal Article

**Record Number:** 12

**Author:** Louishomme, C.

**Year:** 2003

**Title:** Competing for growth: The exceptional case of gaming

**Journal:** American Behavioral Scientist

**Volume:** 46

**Issue:** 8

**Pages:** 1104-1125

**Abstract:** Contrary to what the urban political economy literature would lead us to predict, riverboat casinos have increasingly faced strong, organized opposition in many states across the country despite the large amounts of private investments, jobs, and tax revenues generated by casino developments. Yet at the same time, no such significant opposition has developed to successfully challenge the granting of large public subsidies to other private businesses by state and local governments. The author argues that this anomaly is explained by the mobilization of nationally organized interest groups that are successful in framing gaming as a moral, expressive issue, not only an instrumental strategy of economic development. These groups have been able to exploit the decentralization and fragmentation of the political system by exerting influence in several arenas, including citizen referenda, legal appeals, and legislative action.

**Notes:** Fulltext available in ABI/Inform

**Reference Type:** Report

**Record Number:** 105

**Author:** Madden, M. K.

**Year:** 1991

**Title:** Economic and Fiscal Impacts Associated with the First Year of Gaming: Deadwood, South Dakota  
**City:** Pierre, SD

**Institution:** South Dakota Commission on Gaming

**Reference Type:** Journal Article

**Record Number:** 5

**Author:** Marfels, C.

**Year:** 1997

**Title:** Economic impact of legalized casino gaming in the Nova Scotia and Ontario markets

**Journal:** Gaming law review

**Volume:** 1

**Issue:** 1

**Pages:** 91-96

**Notes:** Print copy of article being sent to me.

**Reference Type:** Journal Article

**Record Number:** 4

**Author:** Marfels, C.

**Year:** 1998

**Title:** Development or dreamfield delusions? Assessing casino gambling's costs and benefits--A comment

on an article by Professors Grinols and Omorov

**Journal:** Gaming law review

**Volume:** 2

**Issue:** 4

**Pages:** 415-418

**Notes:** Print copy of article being sent to me.

**Reference Type:** Journal Article

**Record Number:** 204

**Author:** Marshall, Katherine

**Year:** 2001

**Title:** Fact-sheet on gambling

**Journal:** Perspectives on Labour and Income

**Volume:** 13

**Issue:** 2

**Abstract:** Canadian statistics on gambling. Includes revenue from government-run lotteries, pari mutuel betting, expenditures per person, gaming workers/employment, gambling participation, etc.

**URL:** <http://ivt.crepuq.qc.ca/english/lfhr/2002/english/2001/pear2001013002s2a97.pdf>

**Reference Type:** Report

**Record Number:** 199

**Author:** Masterman-Smith, H.; Martin, S.; McMillen, J.

**Year:** 2001

**Title:** Social and economic impacts of gambling in New Zealand: Final report

**City:** Sydney

**Institution:** Australian Institute for Gambling Research, University of Western Sydney

**Abstract:** The aim of this study is to provide independent information on the private and public costs and benefits of gaming (both social and economic) in New Zealand. This information will: assist the Department of Internal Affairs to assess the public and private impacts (both social and economic) of gaming in New Zealand; assist the Department of Internal Affairs to advise the Minister on a range of policy issues relating to the public and private impacts of gaming (both social and economic) in New Zealand; and assist in the development of gambling impact assessment policy as part of the New Zealand government's overall approach to gaming.

**URL:**

[http://www.dia.govt.nz/Pubforms.nsf/URL/Social&EconomicImpacts.pdf/\\$file/Social&EconomicImpacts.pdf](http://www.dia.govt.nz/Pubforms.nsf/URL/Social&EconomicImpacts.pdf/$file/Social&EconomicImpacts.pdf)

**Reference Type:** Journal Article

**Record Number:** 52

**Author:** McCleary, R. ; Chew, K. S. Y.; Merrill, V.; Napolitano, C.

**Year:** 2002

**Title:** Does legalized gambling elevate the risk of suicide? An analysis of US counties and metropolitan areas

**Journal:** Suicide and Life-Threatening Behavior

**Volume:** 32

**Issue:** 2

**Pages:** 209-221

**Abstract:** This study addresses a possible link between suicide and casino gambling. Resident suicide rates are analyzed for (a) a 1990 cross-section of 148 U.S. metropolitan areas and (b) before and after the advent of legalized casinos in five U.S. counties. Data are drawn from government and gaming industry sources. In cross-section, metro area suicide is strongly correlated with region, accidental death and homicide rates, age and race composition, and economic vitality, followed by a modest net positive correlation with casino presence. By contrast, the time series analysis yields no evidence of a gambling effect.



**Reference Type:** Journal Article

**Record Number:** 96

**Author:** McGowan, R.

**Year:** 1999

**Title:** A comment on Walker and Barnett's "The social costs of gambling: An economic perspective"

**Journal:** Journal of Gambling Studies

**Volume:** 15

**Issue:** 3

**Pages:** 213-215

**Abstract:** Comments on the article by D. M. Walker and A. H. Barnett concerning the social costs of pathological gambling. The author states that the definition of "social costs" that Walker and Barnett utilize maintains that "the social cost of an action is the amount by which that action reduces aggregate societal real wealth." The author believes that this is a typical utilitarian definition and depends upon two assumptions: (1) the welfare or "happiness" that results from an action such as gambling is the only thing that is intrinsically valuable; (2) the happiness or cost that results from every action can be measured. The validity of these assumptions are examined in terms of how they apply to gambling research. (PsycINFO Database Record (c) 2002 APA, all rights reserved)

**Reference Type:** Book Section

**Record Number:** 97

**Author:** McMillen, J.

**Year:** 1991

**Title:** Urban casinos as agents of development: Case studies from Australia

**Editor:** Eadington, W.; Cornelius, J.

**Book Title:** Gambling and Public Policy: International Perspectives

**City:** Reno, NV

**Publisher:** Institute for the Study of Gambling and Commercial Gaming

**Pages:** 87-122

**Call Number:** UofL Main Collection RC 569.5 G35 G191e 1991

**Reference Type:** Report

**Record Number:** 152

**Author:** McMillen, J.

**Year:** 1998

**Title:** Study of the social and economic impacts of New Zealand casinos.

**City:** Sydney

**Institution:** Australian Institute for Gambling Research, University of Western Sydney

**Abstract:** The research was designed to provide a balanced focus on both the costs and benefits of the two New Zealand casinos. That is, it would investigate the positive aspects of casino development, often promoted as the rationale for legalising casinos, and the negative effects of casinos in particular and increased gambling in general, such as the costs to some individuals and families. Moreover, the study would explore the relationships between social, economic and environmental impacts in an integrated research framework.

**URL:** <http://www.casinocontrol.govt.nz/research/mcmillen2.html>

**Reference Type:** Book

**Record Number:** 158

**Author:** Meyer-Arendt, Klaus J.; Hartmann, Rudi

**Year:** 1998

**Title:** Casino gambling in America: Origins, trends and impacts

**City:** New York

**Publisher:** Cognizant Communication Corporation

**Call Number:** UofL Main Collection HV 6715 C39 1998

**Abstract:** The structure chosen for this book is to examine casino gambling in terms of origins, present trends, and impacts. It is organized into five parts to provide overviews as well as case studies of the various sectors of the industry.

**Reference Type:** Journal Article

**Record Number:** 66

**Author:** Miller, William J.; Schwartz, Martin D.

**Year:** 1998

**Title:** Casino gambling and street crime

**Journal:** Annals of the American Academy of Political and Social Science

**Volume:** 556

**Pages:** 124-137

**Abstract:** Although legalized gambling, and in particular casino gambling, has become an increasingly important American leisure activity, it has not escaped extensive controversy. Among the many evils forecast for communities that open casinos is a major increase in street crime. This article will review what we know about the relationship between street crime and casino gambling.

**Notes:** Fulltext available in Expanded Academic ASAP

**Reference Type:** Report

**Record Number:** 109

**Author:** Murray, Paul

**Year:** 1996

**Title:** Impact of casinos on horse racing

**City:** Toronto

**Institution:** Ontario. Ministry of Government Services

**Abstract:** This paper provides an overview of the current state of the North American gaming industry and examines the impact the introduction of casinos has had on horse racing in a number of jurisdictions. It then looks at attempts by the horse racing industry, and legislators, to respond to the restructuring which is occurring in the gaming industry as a result of the proliferation of casinos. Finally, the paper considers the implications of casinos for the future of the Windsor Raceway and the Fort Erie Race Track.

**URL:** <https://dspace.ucalgary.ca/handle/1880/243>

**Reference Type:** Report

**Record Number:** 162

**Author:** National Institute of Economic and Industry Research

**Year:** 1997

**Title:** The impact of gambling on Victorian employment: A report for the Victorian Casino and Gaming Authority

**City:** Melbourne, Australia

**Institution:** Victorian Casino and Gaming Authority

**Call Number:** UofL Main Collection HV 6722 A8 I46 1997

**Abstract:** This report examines the impact of increased gambling expenditure in Victoria on overall Victorian employment. The report focuses on the period 1992 to 1996. The report identifies both direct and indirect gambling related employment.

**Reference Type:** Report

**Record Number:** 161

**Author:** National Institute of Economic and Industry Research; Spiller Gibbins Swan Pty Ltd.

**Year:** 1997

**Title:** Impact of the expansion in gaming in the Victorian retail sector: A report for the Victorian Casino

and Gaming Authority

**City:** Melbourne, Australia

**Institution:** Victorian Casino and Gaming Authority

**Call Number:** UofL Main Collection HV 6722 A83 V535 1997

**Abstract:** This report examines the increased gambling expenditure in Australia on the retail sector, with particular emphasis on Victoria. The analysis focuses on the period 1990 to 1996. In relation to Victoria, the study was to provide insight into the perceived causes of the decline in sales and profits of retail businesses in Victoria since the introduction of EGMs and the opening of Crown Casino.

**Reference Type:** Report

**Record Number:** 129

**Author:** National Opinion Research Center; Gemini Research; The Lewin Group; Christiansen/Cummings Associates

**Year:** 1999

**Title:** Gambling impact and behavior study. Report to the National Gambling Impact Study Commission.

**City:** Chicago

**Institution:** University of Chicago

**Abstract:** The National Opinion Research Center at the University of Chicago, in collaboration with Gemini Research, The Lewin Group, and Christiansen/Cummings Associates, collected or assembled and analyzed five new data sets on gambling behavior, problems, and attitudes. Three data sets were national surveys (2,417 adults at home via telephone, 530 adults intercepted in gaming facilities, and 534 adolescents (16 and 17 years of age) at home via telephone), and the other two were a 100-community statistical data base and ten community case studies on the effects of casino openings.

**Notes:** CHAPTER 5. IMPACTS OF CASINO PROXIMITY ON SOCIAL AND ECONOMIC OUTCOMES, 1980–1997: A MULTILEVEL TIME-SERIES ANALYSIS

CHAPTER 6. CASE STUDIES OF THE EFFECT ON COMMUNITIES OF INCREASING ACCESS TO MAJOR GAMBLING FACILITIES

**URL:** <http://govinfo.library.unt.edu/ngisc/reports/gibstdy.pdf>

**Reference Type:** Journal Article

**Record Number:** 14

**Author:** Nichols, M.; Giacomassi, D.; Stitt, B. G.

**Year:** 2002

**Title:** Casino gambling as a catalyst of economic development: perceptions of residents in new casino jurisdictions

**Journal:** Tourism Economics

**Volume:** 8

**Issue:** 1

**Pages:** 59-75

**Abstract:** Using survey data gathered in 1999 from eight new US casino jurisdictions, this research examines citizens' perceptions of casino gambling as a tool of economic and tourism development. In particular, the paper examines whether residents perceive that casinos have revitalized their communities by rejuvenating the local economy, attracting new industries and increasing tourism, or whether the impact has been more negative, resulting in, for example, business closure and in the casinos taking more out of the community than they contribute to it. The results suggest that, on average, casinos are perceived to be a positive catalyst for economic and tourism development. However, geographical proximity to the casino, demographic characteristics, and the structure of the industry are all important determinants in the creation of these perceptions.

**Notes:** IP Publishing Ltd

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**Reference Type:** Journal Article

**Record Number:** 8

**Author:** Nichols, M.; Stitt, B. G.; Giacopassi, D.

**Year:** 2002

**Title:** Community assessment of the effects of casinos on quality of life

**Journal:** Social Indicators Research

**Volume:** 57

**Issue:** 3

**Pages:** 229-262

**Abstract:** Recent attention has focused upon the social and economic impact of legalized gambling, particularly casino gambling. Though considerable attention has been paid to the effects on individuals in such areas as problem gambling, less attention has been given to the effect casino gambling has on citizens' day-to-day life. In particular, how does the introduction of casino gambling affect their quality of life? This paper explores this issue utilizing multiple indicators gathered as part of an in depth study of the effects of casino gambling on crime and quality of life in eight new casino jurisdictions.

**Notes:** Fulltext available in ABI/Inform

**Reference Type:** Journal Article

**Record Number:** 9

**Author:** Nichols, M. W.; Stitt, B. G.; Giacopassi, D.

**Year:** 2000

**Title:** Casino gambling and bankruptcy in new United States casino jurisdictions

**Journal:** The Journal of Socioeconomics

**Volume:** 29

**Issue:** 3

**Pages:** 247-261

**Abstract:** Using quarterly data on personal consumer bankruptcy for 1989:Q4 through 1998:Q1, this study examines the impact that the introduction of casino gambling has on per capita personal bankruptcy filings. Eight jurisdictions that have recently adopted gambling are compared with a set of matching control jurisdictions, communities without casinos that are economically and demographically similar to the eight communities. The results reveal that casino gambling is associated with an increase in personal bankruptcy in seven of the eight communities. In five of the seven the increase is statistically significant. However, an increase is not universal and in one community, Harrison County, Mississippi (Biloxi), bankruptcy per capita significantly decreased. It is speculated that this decrease is due to the features of both the community and the casino industry in Biloxi. Finally, the most significant changes in bankruptcy occur among Chapter 13, as opposed to Chapter 7, filings. This suggests that a growing portion of insolvents are creating repayment plans for their debts. Policy implications of the findings are discussed.

**Notes:** Elsevier Science

1053-5357

**Reference Type:** Report

**Record Number:** 200

**Author:** Nuffield, Joan; Hann, Robert G.

**Year:** 2000

**Title:** Charity casino impact study: Report of the pre-opening survey In three communities

**City:** Toronto

**Institution:** Ontario Substance Abuse Bureau Ministry of Health and Long-Term Care

**Abstract:** In the spring of 1998, the Government of Ontario announced plans to create four new "charity casinos" in selected locations across the province where a community referendum had supported this initiative: Sault Ste. Marie, Brantford, Point Edward and Thunder Bay. Smaller than the existing "commercial casinos" at Windsor and Niagara Falls, and with a lower maximum number of table games and slot machines, the charity casinos were designed to replace the roving "Monte Carlo" casinos which had operated in various locations throughout the province and raised funds for participating charitable organizations. The Charity Casino Impact Study is designed to monitor the social and economic effects of introducing these four new charity casinos. (In addition, the Study will examine the effects of the introduction of 450 slot machines into Hiawatha Horse Park in Sarnia, which is adjacent to the Point

Edward site, since it was recognized that it would be impossible to separate the effects of the Point Edward casino from those of the Hiawatha expansion.) This Study, funded by the provincial Ministry of Health Substance Abuse Bureau, will track data on a wide range of socio-economic conditions in the four communities, obtain opinion and impressions from a wide range of community members, and facilitate community discussions of the opportunities and challenges created by the new charity casinos. The basic design of the Study is a comparison over time of the trends in social and economic factors in the communities before and after the arrival of the new gaming opportunities embodied in the new charity casinos (and slot machines at Hiawatha Horse Park).<sup>1</sup> The Study draws on both existing data on social and economic factors, and new information created specifically for the research.

**URL:** <http://www.gamblingresearch.org/download.sz/Lambton%20Algoma%20Brant.pdf?docid=2983>

**Reference Type:** Journal Article

**Record Number:** 28

**Author:** Oddo, Alfonso R.

**Year:** 1997

**Title:** The economics and ethics of casino gambling

**Journal:** Review of Business

**Volume:** 18

**Issue:** 3

**Pages:** 4-8

**Abstract:** Casino gambling has been a part of the Las Vegas and Atlantic City communities for many years and is now being promoted as a means of economic development in other areas, including Niagara Falls, New York. The economic impact and ethical implications of casino gambling are investigated. The experiences of Las Vegas, Atlantic City, and other cities are examined as possible lessons for Niagara Falls and any other areas considering casino gambling. There has been no significant urban development in Atlantic City, which was a primary goal of legalized gambling in New Jersey. Considering the added social costs of casino gambling, it appears that the costs outweigh the benefits, and casino gambling is not a viable option for economic development.

**Notes:** Fulltext available in ABI/Inform

**Reference Type:** Report

**Record Number:** 149

**Author:** Optimal Solutions Group

**Year:** 2004

**Title:** The economic and social Impacts of racetrack video lottery terminals on the City of Baltimore and Prince George's County

**City:** Baltimore, MD

**Institution:** Presidents' RoundTable, Inc.

Greater Prince George's Business Roundtable, Inc.

**Abstract:** In recognition of the potentially enormous consequences of VLTs at three Central Maryland racetracks, The Presidents' RoundTable, Inc. and Greater Prince George's Business Roundtable, Inc. commissioned this study to analyze the probable economic and social impacts of expanded gaming on the citizens and businesses of Baltimore City and Prince George's County. The goal of this study is to inform political decision-makers and community stakeholders for the 2004 Maryland legislative session and beyond.

**URL:** <http://www.optimalsolutionsgroup.com/docs/GamingReport.pdf>

**Reference Type:** Journal Article

**Record Number:** 124

**Author:** Perdue, R. R.; Long, P. T.; Kang, Y. S.

**Year:** 1995

**Title:** Resident support for gambling as a development strategy

**Journal:** Journal of Travel Research  
**Volume:** 34  
**Issue:** 2  
**Pages:** 3-11

**Reference Type:** Journal Article

**Record Number:** 22

**Author:** Perdue, Richard R.; Long, Patrick T.; Kang, Yong Soon

**Year:** 1999

**Title:** Boomtown tourism and resident quality of life: The marketing of gaming to host community residents

**Journal:** Journal of Business Research

**Volume:** 44

**Issue:** 3

**Pages:** 165-177

**Abstract:** The purpose of this research was to compare the tourism development cycle and social disruption theories for assessing the impact of gaming tourism on quality of life in host communities. Various tourism development cycle theories, all generally based on social carrying capacity, postulate an initial positive change in QOL during the early stages of gaming's development followed by negative change after the community has reached its "carrying capacity" or "level of acceptable change." Based primarily in the rural sociology "boomtown" literature, the social disruption theory postulates essentially an opposite effect - an initial negative change in the quality of life as the community experiences the transitional stress of rapid casino development followed by positive change as the community and its residents adapt to its new situation. The study results support the social disruption theory. Thus, rate of growth is a key variable to be incorporated into the tourism impact literature. However, in concert with social exchange theory, these results are mediated by individual resident attitudes concerning the desirability of and personal benefits from gaming. The study and its conclusions are framed within the context of public relations strategy for casino businesses.

**Notes:** Fulltext available in Science Direct

**Reference Type:** Journal Article

**Record Number:** 72

**Author:** Phillips, David P.; Welty, Ward R.; Smith, Marisa M.

**Year:** 1997

**Title:** Evaluated suicide levels associated with legalized gambling

**Journal:** Suicide and Life Threatening Behavior

**Volume:** 27

**Issue:** 4

**Pages:** 373-378

**Call Number:** UofL Main Collection HV 6545 A1 L5 v. 27 no. 1/4 1997

**Abstract:** Investigated whether gamblers or those associated with them are prone to suicide and whether gaming communities experience atypically high suicide rates. Data was gathered using the computerized mortality data from the US National Center for Health Statistics, 1969-1991. The geographical areas defined as gambling settings were Las Vegas, Reno, and Atlantic City. Results show that Las Vegas has the highest levels of suicide in the nation, both for residents of Las Vegas and for visitors to that setting. In general, visitors to and residents of major gaming communities experience significantly elevated suicide levels. In Atlantic City, abnormally high suicide levels for visitors and residents appeared only after gambling casinos were opened. The findings do not seem to result merely because gaming settings attract suicidal individuals. (PsycINFO Database Record (c) 2002 APA, all rights reserved)

**Reference Type:** Journal Article

**Record Number:** 70

**Author:** Piscitelli, Franco; Albanese, Jay S.

**Year:** 2000

**Title:** Do casinos attract criminals? A study at the Canadian-U.S. border.

**Journal:** Journal of Contemporary Criminal Justice

**Volume:** 16

**Issue:** 4

**Pages:** 445-456

**Abstract:** Examined changes in the number of criminally inadmissible persons who seek admission to Canada from the US due to the opening of Casino Niagara in Niagara Falls, Ontario. Four measures were used to assess the impact of the new casino on cross-border movement of criminals: (1) changes in total bridge crossing before and after the opening of the casino; (2) changes in the total number of criminals denied entry to Canada; (3) changes in the proportion of criminals convicted for crimes related to organized crime; and (4) changes in the proportion of organized crime offenders specifically enroute to the casino. Results show that total border crossings increased by 10%, and that the number of inadmissible entrants increased from .2% to 1.5% in the initial year that the casino was open. Prior to the opening of Casino Niagara 80% of denial-of-entry cases involved organized crime offenses; this rate dropped to 60% after the casino opened. (PsycINFO Database Record (c) 2002 APA, all rights reserved)

**Reference Type:** Journal Article

**Record Number:** 63

**Author:** Pizam, A. ; Pokela, J.

**Year:** 1985

**Title:** The perceived impacts of casino gambling on a community

**Journal:** Annals of Tourism Research

**Volume:** 12

**Issue:** 2

**Pages:** 147-165

**Abstract:** Proposals have been made to legalize a single hotel casino in each of the towns of Adams and Hull, Massachusetts. A telephone survey of a systematic sample of 400 respondents in the Adams and Hull area was conducted in order to assess the perceived impacts of a hotel-casino in each of these locations. The findings show little consensus as to the positive impacts, but much greater agreement over the negative impacts that a hotel casino might have in the respondents' towns. The major factor in predicting respondents' attitudes toward legalization was found to be their perception of the impact a hotel-casino would have on the character of their town. Other major factors were the impact of the hotel-casino on crimes involving drugs and prostitution, the effectiveness of the State government at regulating casino gambling, the respondent's age, the impact of the hotel-casino on the overall standard of living, and the impact of the hotel-casino on jobs for local residents.

**Reference Type:** Report

**Record Number:** 193

**Author:** Porter Dillon Limited; Sterling Research Incorporated

**Year:** 1999

**Title:** Socioeconomic impact of video lottery terminals : Final report

**City:** Halifax, N.S.

**Institution:** Standing Committee on Community Services

**Call Number:** UofL Main Collection HV 6722 N8 S63 1999

**Reference Type:** Journal Article

**Record Number:** 192

**Author:** Przybylski, Michael

**Year:** 1998

**Title:** Does gambling complement the tourist industry? Some empirical evidence of import substitution and demand displacement

**Journal:** Tourism Economics

**Volume:** 4

**Issue:** 3

**Pages:** 213-31

**Abstract:** Gambling is intuitively considered as part of the tourism 'package'. This paper empirically assesses this perception in the context of actual casino development in Indiana and simulated impacts of a hypothetical casino in Israel. In both contexts, the sources of demand for gambling, the extent to which these are 'tourist' sources and the question of gambling-generated demand displacing existing tourist demand, are examined. Despite the rather different market and political contexts in Indiana and Israel, the findings on the gambling-tourism relationship and the effect of gambling on local economies, are remarkably consistent. In both cases, gambling is seen to be grounded in import-substitution rather than pure 'export' activity. Additionally, in both cases there is evidence that the introduction of gambling displaces tourist demand. The policy implications of these findings point to the need to differentiate between local and national impacts of gambling and between the local fiscal and local economic development impacts.

**Reference Type:** Report

**Record Number:** 130

**Author:** Public Sector Gaming Study Commission

**Year:** 2000

**Title:** The Public Sector Gaming Study Commission. Prepared for the National Council of Legislators from Gaming States (NCLGS)

**City:** Tallahassee, FL

**Institution:** Florida Institute of Government, Florida State University

**Abstract:** The Public Sector Gaming Study Commission was a specially constituted national commission of state and local government leaders to study the social and economic impact of gaming and the role of the state and local governments and their citizens in making public policy regarding to gaming. The National Council of Legislators from Gaming States (NCLGS) commissioned the study. NCLGS is a non-partisan organization of state legislators who chair or are active members of the committees responsible for gaming in their respective state houses across the country. The study was needed for reasons of state sovereignty, state revenue, and state social policy. It was needed now because gaming regulation has historically been the province of the states and because a multi-million dollar study that was conducted by the National Gambling Impact Study Commission (NGISC) had no public sector input.

**URL:** <http://iog.fsu.edu/research/psgcs.html>

**Reference Type:** Report

**Record Number:** 145

**Author:** Regional Economics Applications Laboratory, University of Illinois

**Year:** 2003

**Title:** Economic impact of the casino gaming industry on the State of Illinois and local communities

**Institution:** Illinois State Chamber of Commerce  
Illinois Casino Gaming Association

**Abstract:** This report provides an economic assessment of three main issues associated with the gaming industry in the State of Illinois. In Part I, attention is directed to the economic impacts of the industry on the state's economy. The analysis is divided into four components: 1) Impact of the expenditures on goods and services; 2) Impacts of employee expenditures from wages and salaries; 3) Impacts of tax contributions to state and local governments; 4) Impact of additional slots on the state's economy. In Part II, the focus shifts from the state level to the community level, in an attempt to evaluate the economic impact of each casino on the economy in which it is located. Part III considers the potential economic impact of an additional license, to be located somewhere in northeastern Illinois.

**URL:** [http://www.illinoiscasinogaming.org/press\\_files/clips/hewings\\_study.doc](http://www.illinoiscasinogaming.org/press_files/clips/hewings_study.doc)

**Reference Type:** Journal Article

**Record Number:** 59



**Author:** Roehl, W. S.

**Year:** 1999

**Title:** Quality of life issues in a casino destination

**Journal:** Journal of Business Research

**Volume:** 44

**Issue:** 3

**Pages:** 223-229

**Abstract:** Gambling is spreading across North America. Debate has accompanied this diffusion. This study: (1) describes attitudes held by Nevada residents about the effects of legalized gambling and (2) identifies the relationship among resident characteristics, perceptions of the impact gaming has had in Nevada, and perceived quality of life (QOL). Residents recognize that legalized gambling has brought both benefits and costs. Among interesting correlates, individuals with less education and urban residents perceived more social costs from legalized gaming. Perceived social costs are negatively correlated with QOL, whereas perceived job growth is positively correlated with QOL. These impacts are similar to those reported for other forms of mass tourism, and the data suggest that equity issues need further investigation. (C) 1999 Elsevier Science Inc. All rights reserved.

**Notes:** Fulltext available in Science Direct

**Reference Type:** Journal Article

**Record Number:** 57

**Author:** Room, R. ; Turner, N. E.; Ialomiteanu, A.

**Year:** 1999

**Title:** Community effects of the opening of the Niagara casino

**Journal:** Addiction

**Volume:** 94

**Issue:** 10

**Pages:** 1449-1466

**Abstract:** Aims. The impacts on the community of the opening of a casino in Niagara Falls are studied. Design. The study uses a pre/post design for the community data, with pre/post data from Ontario as a whole as a comparison. Setting. The study site is the city of Niagara Falls, Ontario, where a casino opened in early December, 1996. Participants. Using random-digit dialing, telephone interviews were conducted with adult residents of Niagara Falls in 1996 and 1997, and with adult residents of Ontario in 1995 and 1997. Measurements. Aside from demographic variables, measures included general attitudes to gambling, expectations about (1996) and experiences with (1997) the casino's opening, extent of participation in 11 types of gambling and 18 items on problems with gambling: five key items from a standard gambling problems score (SOGS), five life-area problems items, and items on pressures from others concerning the respondent's gambling and on gambling problems among family and friends. Findings. Attitudes to gambling remained stable in Niagara Falls, while there was some evidence of decline in approval in Ontario as a whole. While strong majorities of 1996 respondents had expected many positive and negative effects on The Community of the Casino's opening, significantly fewer respondents in 1997 reported actually experiencing most of these effects. While a small increase in employment was found, it fell far below projections, a result probably reflecting displacement effects. The rate and level of casino gambling increased in Ontario, but increased even more in Niagara Falls, with little displacement of other gambling. Reported gambling problems increased significantly in Niagara Falls for two of 10 gambling problem items and for the short SOGS score, while rates were generally stable or declining in the province. Pressure from others about gambling rose significantly in Niagara Falls (in contrast to the province), and reported rates of family members or friends with gambling problems also rose substantially. There was an increasing trend in Niagara Falls for all 18 problem indicators. Conclusions. The casino's opening brought more gambling by local residents, and an increase in reported gambling problems; yet support for the casino, already strong, if anything grew. At least in the short term, problems from the increased availability of gambling manifested themselves not in the public arena but rather in the arena of private life.

**Notes:** Fulltext available in Academic Search Premier

**Reference Type:** Report

**Record Number:** 127

**Author:** Rose, Adam

**Year:** 1998

**Title:** The regional economic impacts of casino gambling: Assessment of the literature and establishment of a research agenda. Prepared for the National Gambling Impact Study Commission.

**City:** State College, PA

**Institution:** Adam Rose and Associates.

**Abstract:** This report was sponsored by the National Gambling Impact Study Commission to assess the many studies on the economic impacts of casino gambling/gaming. This assessment includes: a) an itemization of many considerations affecting economic impacts, b) an evaluation of formal impact analysis modeling approaches, c) a detailed review of important features of 36 major studies, d) a metaanalysis of causal determinants, e) a point-by-point summary of findings, f) a set of guidelines for future studies, and g) a research agenda to close the knowledge gap. Economic theory and the preponderance of evidence indicate that the aggregate direct and indirect impacts of the construction, operation, and taxation of casinos are significantly positive. Broader economic costs relating to such factors as the use of government services and changes in property values are not insignificant, but they do not come close to canceling out the more conventional output, income, and employment gains. Moreover, these broader negative impacts might be offset by some longer-term positive impacts stemming from increased spending of tax revenue on education, infrastructure, and redevelopment. This assessment does not factor in social costs of gambling, which are beyond the scope of this study, but warrant careful examination.

**URL:** <http://govinfo.library.unt.edu/ngisc/reports/eoimprpt.pdf>

**Reference Type:** Report

**Record Number:** 155

**Author:** Ryan, T. P.; Speyrer, J. F.

**Year:** 1999

**Title:** Gambling in Louisiana: A Benefit/Cost Analysis. Prepared for The Louisiana Gaming Control Board

**City:** New Orleans, LA

**Institution:** Division of Business and Economic Research, University of New Orleans

**Abstract:** In 1998, total revenues for Louisiana's gambling industry were nearly \$2.2 billion, up from \$192.1 million in 1990. Unlike other industries, especially growth industries, gambling has faced a great deal of criticism by business, government, and religious leaders. In the face of this explosive growth and the constant questions posed about the industry, the Louisiana Legislature funded a study in the 1998 Fiscal Session to determine the economic impact of gambling on Louisiana. A consortium of researchers, led by Drs. Timothy P. Ryan and Janet F. Speyrer of the University of New Orleans, prepared a report for the Louisiana Gaming Control Board. This report is presented here.

**URL:** <http://www.uno.edu/~coba/dber/gambling1998/index.html>

**Reference Type:** Conference Proceedings

**Record Number:** 151

**Author:** Schwer, R. K.; Thompson, W. N.; Nakamuro, D.

**Year of Conference:** 2003

**Title:** Beyond the limits of recreation: Social costs of gambling in Southern Nevada

**Conference Name:** 2003 Annual Meeting of the Far West and American Popular Culture Association

**Abstract:** This study reports findings gathered from 99 members of Gamblers' Anonymous (GA) groups residing in the Las Vegas Metropolitan Area. The estimated social costs from gambling reflect information data gathered from a survey of problem gamblers who are most likely to avoid denial. The problem of denial limits the interpretation of findings based on general surveys. Participants in the study of GA members have come to recognize the presence of addictive behavior in their life, have begun to treatment, and are more likely to reveal information in a forthright manner than persons who might respond to a general survey. Working from the descriptive statistics of our survey, we estimate the cumulative social costs resulting from the presence of residents with serious problem gamblers in Southern Nevada, a mature gaming venue.

**URL:** [http://www.ncalg.org/library/pdf/S.\\_Nevada\\_Beyond\\_Limits.pdf](http://www.ncalg.org/library/pdf/S._Nevada_Beyond_Limits.pdf)

**Reference Type:** Report

**Record Number:** 201

**Author:** Shercon Associates Inc.; Opinion Research Centre

**Year:** 2003

**Title:** Casino impact study: Report of the survey of the general population

**City:** Brantford, ON

**Institution:** The Casino Impact Steering Committee, Corporation of the City of Brantford

**Abstract:** In December 2001, Brantford City Council formally approved recommendations from its Casino Impact Study Steering Committee to undertake a study of casino impacts in the City of Brantford and the County of Brant. In June 2002, Sheridan Consulting Services (now Shercon Associates Inc.) and Opinion Research Centre were retained to conduct the first cycle of a longitudinal study of impacts, which would include an examination of economic, social, and health factors. In addition, the study was to probe for possible impacts on crime, safety and policing. Furthermore, the study was to explore for possible impacts on the operating revenues of local charities. This report focuses exclusively on the telephone survey of the general population of adults living in the City of Brantford and County of Brant in 2003 and makes comparisons with the findings of the 'Benchmark' survey conducted in 1999 prior to the opening of the charity casino. (See Robert Hann & Associates Ltd., "Report of the Pre-Opening Phase in Brant County" January 21, 2000, and, "Report of the Pre-Opening Survey in Three Communities" – Brant County, Lambton County, and, Algoma District; January 21, 2000.) The six general areas of potential impacts, which were examined in the pre-opening reports, have been monitored in this post-opening study: (1) economic impacts; (2) social impacts; (3) perceptions of safety, crime and policing; (4) gambling behaviour and participation in gaming activities; (5) health factors; and, (6) overall impacts in general.

**URL:**

[http://mail.brantford.ca/BrantfordCOA.nsf/0/7ef31da74ffd5f6d85256cec0077bfd6/\\$FILE/Telephone%20Survey%20Report%20for%20Casino%20Impact%20Study.pdf](http://mail.brantford.ca/BrantfordCOA.nsf/0/7ef31da74ffd5f6d85256cec0077bfd6/$FILE/Telephone%20Survey%20Report%20for%20Casino%20Impact%20Study.pdf)

**Reference Type:** Journal Article

**Record Number:** 15

**Author:** Siegel, D.; Anders, G.

**Year:** 1999

**Title:** Public policy and the displacement effects of casinos: A case study of riverboat gambling in Missouri

**Journal:** Journal of Gambling Studies

**Volume:** 15

**Issue:** 2

**Pages:** 105-121

**Call Number:** UofL Main Collection RC 569.5 G35 J68 v. 15 no. 1/4 1999

**Abstract:** A critical issue in assessing the economic impact of casinos is whether gambling activity displaces consumer expenditure from conventional retail establishments. We test this hypothesis using industry-level, time series data for eleven counties in Missouri, a state that recently introduced riverboats. Our results are generally inconsistent with the displacement hypothesis. However, we do find evidence of substitution between gambling and other businesses in the entertainment and amusement sector. This conclusion lends credence to the view that gaming serves as a substitute for other forms of entertainment. Our results also imply that the search for displacement should probably be focused on activities that constitute the closest consumer substitutes. We conclude with a discussion of the policy implications for state regulation of this new source of revenue.

**Notes:** Kluwer Academic Publishers  
1050-5350 Copyright 2004 ingenta

**Reference Type:** Report

**Record Number:** 186

**Author:** Single, E.; World Health Organization; Canadian Centre on Substance Abuse

**Year:** 2003

**Title:** International guidelines for estimating the costs of substance abuse  
**City:** Geneva  
**Institution:** World Health Organization  
**Call Number:** UofL Main Collection RA 410 I57 2003

**Reference Type:** Journal Article

**Record Number:** 41

**Author:** Smeral, Egon

**Year:** 1998

**Title:** Economic aspects of casino gaming in Austria

**Journal:** Journal of Travel Research

**Volume:** 36

**Issue:** 4

**Pages:** 33-39

**Date:** Spring98

**Accession Number:** 975476

**Keywords:** casinos

**Abstract:** Analyzes the effects generated by money spent on casino games in Austria. Role of gaming in business and society; Gaming in the national accounts; Development of casino gaming in Austria; Casinos as a factor of the leisure-time and tourist industry; Regional and overall aspects.

**Reference Type:** Report

**Record Number:** 131

**Author:** Smith, Garry; Wynne, Harold; Hartnagel, Tim

**Year:** 2003

**Title:** Examining police records to assess gambling impacts: A study of gambling-related crime in the City of Edmonton

**City:** Edmonton

**Institution:** Alberta Gaming Research Institute

**Call Number:** UofL Main Collection HV 6711 S635 2003

**Abstract:** This report contains five major sections: First, we outline the role that gambling plays in Canada and the Province of Alberta; justify the need for the study; and present the background, purpose and goals of the project. Secondly, we survey the literature and review criminological theory pertinent to gambling-related crime. The methods and procedures used to gather and analyze the data are described in section three and, in section four; the results of the study are presented. Finally, in section five we draw conclusions from the findings and identify implications these findings have for government, law enforcement agencies and the community at large.

**URL:** [http://www.abgaminginstitute.ualberta.ca/documents/research/Gambling\\_and\\_crime.pdf](http://www.abgaminginstitute.ualberta.ca/documents/research/Gambling_and_crime.pdf)

**Reference Type:** Journal Article

**Record Number:** 33

**Author:** Smith, G. J.; Hinch, T. D.

**Year:** 1996

**Title:** Canadian casinos as tourist attractions: Chasing the pot of gold

**Journal:** Journal of Travel Research

**Volume:** 34

**Issue:** 3

**Pages:** 37-45

**Abstract:** The commonly held belief that casinos automatically function as tourist attractions is questioned. It is suggested that while many casinos do exhibit many of the characteristics of typical tourist attractions, they also differ in many ways. Casinos can attract visitors from outside the destination, are characterized by strong central elements and are often marked as attractions. However, casinos appear to vary from typical attractions, especially in terms of the nature of the attraction nuclei. Casino location is not highly

constrained by the spatial distribution of natural or cultural resources, as is often the case with other types of attractions. In addition, in contrast to the broadly held assumption that large-scale casinos will automatically function as tourist attractions, there is no guarantee that they will. Like most tourism developments, the unique characteristics of each proposal must be carefully considered. Canada's experience with casino development provides a good illustration of these concerns. With the exception of the Windsor venue, Canadian casinos are not major tourist attractions.

**Reference Type:** Report

**Record Number:** 182

**Author:** Smith, G. J.; Wynne, H. J.

**Year:** 1999

**Title:** Gambling and crime in Western Canada: Exploring myth and reality

**City:** Calgary, AB

**Institution:** Canada West Foundation

**Call Number:** UofL Main Collection HV 6722 C3 S641 1999

**Abstract:** The report presents a first of its kind examination of the relationship between gambling and crime in Canada. Based on interviews with law enforcement, regulatory and judicial personnel dealing with gambling crime, the authors set out to examine the extent to which illegal gambling, gambling-related crime, and crimes by problem gamblers impact on our communities.

**Reference Type:** Report

**Record Number:** 119

**Author:** Smith, G. J.; Wynne, H. J.

**Year:** 2000

**Title:** A review of the gambling literature in the economic and policy domains

**City:** Edmonton, AB

**Institution:** Alberta Gaming Research Institute

**Abstract:** This summary report is divided into three sections: (1) a discussion of the scholarly literature on the economics of gambling; (2) a discussion of the literature that highlights government and industry gambling policy and practice; and (3) appendices which include a list of the databases searched and key words utilized; an annotated bibliography that includes citations and abstracts of articles; and a list of contributions from Alberta researchers.

**URL:** <http://www.abgaminginstitute.ualberta.ca/documents/reviews/economic.pdf>

**Reference Type:** Report

**Record Number:** 197

**Author:** Smith, Garry J.; Wynne, Harold J.

**Year:** 2004

**Title:** VLT gambling in Alberta: A preliminary analysis

**City:** Edmonton, AB

**Institution:** Alberta Gaming Research Institute

**Call Number:** UofL Main Collection HV 6722 C23 A38 2004

**Abstract:** The purpose of this project is to investigate VLT gambling in the Province of Alberta to determine (1) the social, economic, and political forces that precipitated its evolutionary growth, (2) the pattern of VLT placements and customer expenditures, and (3) the demographic and behavioral profile of VLT playing non-problem and problem gamblers.

**URL:** [http://www.abgaminginstitute.ualberta.ca/documents/research/VLT\\_Gambling\\_Alberta.pdf](http://www.abgaminginstitute.ualberta.ca/documents/research/VLT_Gambling_Alberta.pdf)

**Reference Type:** Report

**Record Number:**

**Author:** SMR Research Corporation

**Year:** 2001 (August)

**Title:** Bankruptcy & Gambling  
**City:** Hackettstown, N.J.

**Reference Type:** Report

**Record Number:** 153

**Author:** Snyder, J. T.

**Year:** 1999

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

**City:** Mississippi State, MS

**Institution:** Social Science Research Center, Mississippi State University

**Abstract:** During the last decade, Tunica County, Mississippi has experienced a higher level of social and economic change than any other county in the United States. It has been transformed from one of the poorest, poverty-laden counties, to the third largest casino-based resort area in the U.S.

**URL:** <http://www.ssrc.msstate.edu/Publications/srrs99-2.pdf>

**Reference Type:** Report

**Record Number:** 138

**Author:** Spilde, K. A.; Taylor, J. B.; Grant, K. W.

**Year:** 2002

**Title:** Social and economic analysis of tribal government gaming in Oklahoma

**City:** Cambridge, MA

**Institution:** John F. Kennedy School of Government, Harvard University

**Abstract:** It is clear that tribal gaming in Oklahoma is a growing industry with a range of positive social and economic impacts. The next sections delve more deeply into tribal gaming policy and its effect on both the State of Oklahoma and Indian nations in Oklahoma. Section II answers the question: Why tribal government gaming? Many Americans are under the impression that Indian nations were given the right to offer gaming by the federal government, but that is not the case. Tribal governments initiated gaming themselves as a means to address severe federal funding shortfalls. Moreover, federal tribal gaming policy is an expression of modern Indian self-determination policy—the only successful federal policy to address Indian poverty in this century. Section II shows why that policy has been successful and why tribal gaming policy is a wholly consistent extension of it. Section III then examines the economic impact of tribal gaming on the State of Oklahoma. A common criticism of gaming asserts that gaming cannibalizes existing businesses and does not generate net new activity. While the view is partly true in that consumers might choose to go to more movies were gaming not an option, the view misses some larger points. Section III shows how gaming generally, and tribal gaming in Oklahoma in particular, can generate net new growth in three ways: i) by retaining Oklahoma residents who might otherwise have gone out of state for gaming entertainment; ii) by attracting out-of-state tourists to Oklahoma, and iii) by increasing the intensity of economic activity within the state. Section IV turns to the question of gaming's impact on Indian nations in Oklahoma. While American Indians in Oklahoma fare better than their counterparts in other states along some social dimensions, in many respects, American Indians stand on the lower rungs of Oklahoma's socioeconomic ladder. Since tribal gaming is governmental gaming, it offers the prospect of substantial social reinvestment to address the critical social and economic deficits American Indians have long faced. Section IV documents what tribes have done to diversify their economies, educate their people, and otherwise invest gaming revenues in the vitality of their communities. As this report will illustrate, such investments spill over to the local non-Indian communities in positive ways. Many opponents of gaming argue that the benefits of gaming come at too high a price — that gaming brings social costs in the form of problem gambling behavior. It is beyond the scope of our research to provide Oklahoma-specific data on the prevalence and cost of gambling pathology and problems. Nonetheless, substantial scientific research exists on the national and international scale and scope of problem gambling that can be used as a starting point for policy analysis in Oklahoma. Section V reviews that work.

**URL:** <http://www.ksg.harvard.edu/hpaied/docs/OIGA%20Report%207.1.pdf>

**Reference Type:** Journal Article

**Record Number:** 6

**Author:** Stitt, B. G.; Nichols, M.; Giacomassi, D.

**Year:** 2003

**Title:** Does the presence of casinos increase crime? An examination of casino and control communities

**Journal:** Crime & Delinquency

**Volume:** 49

**Issue:** 2

**Pages:** 253-284

**Abstract:** This study is an analysis of crime in six new casino communities and compares the crime rates to those found in six noncasino control communities. The experimental and control communities were matched on 15 socioeconomic variables. The crime rates were calculated using resident population and population at-risk, which includes tourists in the crime rate calculations. Both Part I and Part II crimes were analyzed using data encompassing the pre- and postcasino presence. Crime was expected to rise in the casino communities, consistent with routine activity theory and the belief that casinos serve as hot spots for crime. The analysis yielded few consistent findings across the test and control communities. Crime rates increased significantly in some casino communities, some remained relatively stable, and others decreased. The authors conclude that crime does not inevitably increase with the introduction of a casino into a community, but that the effects of casinos on crime appear to be related to a variety of variables which are only poorly understood.

**Notes:** SAGE Publications  
0011-1287

**Reference Type:** Report

**Record Number:** 99

**Author:** Stitt, G. B.

**Year:** 2000

**Title:** Effects of casino gambling on crime and quality of life in new casino jurisdictions

**Institution:** Research report submitted to the U.S. Department of Justice

**Abstract:** This study provides a multi-dimensioned assessment of the impact of casino gambling in eight new casino jurisdictions, Alton, Peoria and East Peoria, Illinois; Sioux City, Iowa; St. Joseph, St. Louis, and St. Louis County, Missouri; and Biloxi, Mississippi. These locations were chosen because each had recently initiated casino gambling and law enforcement officials were willing to make available Part I and Part II crime data for four years before and four years after the casinos opened. There were three main components of the research plan. The first component consists of site visits to each location. A second major component consisted of telephoning several hundred residents in each community to obtain their opinions regarding the impact of casinos. The third component consists of gathering a variety of official data to determine how the communities changed once casinos were introduced. The findings reported were two-fold: findings relating official crime statistics to the advent of casinos, and findings relating to casino presence to community perceptions and quality of life issues included problem gambling, suicide, and divorce, bankruptcy, social capital, quality of life, and community satisfaction. The findings suggest that when casinos are introduced to a community the impact varies by community. In three communities, there were many more crimes that significantly decreased than increased. When studying these eight jurisdictions, it becomes clear that not all communities experience the same "casino effect". It was important to understand that the new casino jurisdictions tended to have one casino. Biloxi, which has a high concentration of casinos, differed both positively and negatively from the other communities studied. Since most of the communities had casinos for less than 10 years, the positive and negative impact may well change given a greater duration within the communities. The effects of casinos in a community were seen as quite varied, depending on a multitude of variables beyond the scope of this research. It was determined that the simple analyses and broad generalizations of this research are not sufficient to understand the complexity of what happens in communities when legalized casino gambling is introduced. Tables, appendices, references

**URL:** [http://gaming.uleth.ca/agri\\_downloads/1000/187679.pdf](http://gaming.uleth.ca/agri_downloads/1000/187679.pdf)

**Reference Type:** Book

**Record Number:** 56

**Author:** Stokowski, P.

**Year:** 1996

**Title:** Riches and regrets: Betting on gambling in two Colorado mountain towns.

**City:** Ninot, CO

**Publisher:** University of Colorado Press

**Call Number:** UofL Main Collection HV 6721 G55 S76 1996

**Abstract:** In Riches and Regrets, Patricia A. Stokowski traces the development of contemporary Gilpin County gambling from the proposal and campaign stage in 1989 and 1990, through the construction period leading to the opening of casinos in October 1991, and across several years of post-opening impacts. Combining critical historical perspectives with sociological analyses, Stokowski documents the economic, social, cultural, and institutional effects of the gaming development, concluding that gambling has produced mixed results for the Gilpin County towns. Because gambling is becoming increasingly popular as an economic development strategy in both rural and urban communities across the United States, this study can provide lessons for other communities seeking their own golden dreams at the card tables and slot machines.

**Reference Type:** Journal Article

**Record Number:** 30

**Author:** Stokowski, Patricia A.

**Year:** 1993

**Title:** Undesirable lag effects in tourist destination development: A Colorado case study

**Journal:** Journal of Travel Research

**Volume:** 32

**Issue:** 2

**Pages:** 35-41

**Abstract:** Tourism planners often promise widespread community renewal as a product of tourism development, but benefits do not always occur as expected. A study analyzes undesirable "lag effects" associated with early stages of tourist destination development. Examples from 2 Colorado gaming towns - Central City and Black Hawk in Gilpin County - illustrate the problems; hypotheses formalizing relationships between temporal problems and community tourism development are derived. The developments in the 2 towns suggest that undesirable lag effects associated with community tourism growth are likely to appear in social and human services, which trail economic benefits.

**Reference Type:** Journal Article

**Record Number:** 32

**Author:** Stokowski, Patricia A.

**Year:** 1996

**Title:** Crime patterns and gaming development in rural Colorado

**Journal:** Journal of Travel Research

**Volume:** 34

**Issue:** 3

**Pages:** 63-69

**Abstract:** Opponents of casino development often claim that gambling development will lead to an increase in community criminal behavior. Crime levels before, during and after the initiation of gaming in 3 rural Colorado towns - Black Hawk, Central City and Cripple Creek - are examined. While totals have increased in some offense categories, crime is not proportional to the numbers of tourists visiting. It is not clear whether gaming behavior produces increases in crime or whether crime increases are simply the result of huge increases in tourist visits to towns. These data illustrate the complexity of competing claims about gaming impacts.

**Reference Type:** Report

**Record Number:** 146



**Author:** Task Force to Study the Impact of a Maine-based Casino

**Year:** 2002

**Title:** Final report of the Task Force to Study the Impact of a Maine-Based Casino on the Economy, Transportation, Infrastructure, State Revenue and Job Market

**Institution:** Office of Policy and Legal Analysis

**Abstract:** During the course of its work, the Task Force recognized that any decision to legalize casino gambling in Maine is a major policy decision requiring extensive research and analysis. However, it should be noted that in spite of attempts of the National Gambling Impact Study sponsored by the federal government (see bibliography in Appendix T), they were unable to make definitive conclusions. This issue may not be a topic for quantitative analysis but rather a political judgment. The four meetings of the Task Force were not sufficient to provide the 121st Legislature and the people of Maine with a comprehensive report on the issues implicated by the legalization of casino gambling. The Task Force meetings generated more questions than answers. The Task Force is recommending to the Legislature and the people of Maine a framework for policy questions that must be addressed before the decision to legalize casino gambling is made. This framework may facilitate a detailed discussion of the issues regarding casino gambling. This framework poses many levels of questions, from broad policy issues to the details of the operation of such a facility.

**URL:** <http://www.state.me.us/legis/opla/casstudy.PDF>

**Reference Type:** Report

**Record Number:** 140

**Author:** Taylor, J. B.; Krepps, M. B.; Wang, P.

**Year:** 2000

**Title:** The national evidence on the socioeconomic impacts of American indian gaming on non-indian communities

**City:** Cambridge, MA

**Institution:** John F. Kennedy School of Government, Harvard University

**Abstract:** Based on statistical analysis of a national sample of 100 communities across the United States, 24 of which experienced the introduction of an Indian casino, we find that Indian casinos have substantial beneficial economic and social impacts on surrounding communities.

**URL:** <http://www.ksg.harvard.edu/hpaied/docs/PRS00-1.pdf>

**Reference Type:** Journal Article

**Record Number:** 98

**Author:** Teske, P.; Sur, B.

**Year:** 1991

**Title:** Winners and losers: Politics, casino gambling, and development in Atlantic City

**Journal:** Policy Studies Review

**Volume:** 10

**Issue:** 2/3

**Pages:** 130-137

**Abstract:** An analysis of numbers involved in casino gambling and economic development in Atlantic City, New Jersey, would suggest a prosperous city filled with satisfied, employed residents. Yet, in reality, Atlantic City presents a bizarre juxtaposition of glitzy, multimillion dollar casinos directly across the street from the worst of urban slums. Today, with more than \$6 billion worth of assessed property, it is the richest American city in real estate value per capita, and the most popular American tourist destination. The casinos have created 48,000 new jobs, more than the city's population. The benefits of this resurrection have been quite unevenly distributed, however, as many city residents are not better off than they were before gambling; the surrounding suburbs have done much better than the central city.

**Notes:** Fulltext available in Academic Search Premier

**Reference Type:** Journal Article

**Record Number:** 180

**Author:** Thompson, W. N.; Gazel, R.; Rickman, D.  
**Year:** 1997  
**Title:** Social and legal costs of compulsive gambling  
**Journal:** Gaming Law Review  
**Volume:** 1  
**Issue:** 81-89  
**Notes:** Put in ILL request for this article.

**Reference Type:** Journal Article  
**Record Number:** 179  
**Author:** Thompson, W. N.; Gazel, R.; Rickman, D. S.  
**Year:** 1999  
**Title:** The social costs of gambling: A comparative study of nutmeg and cheese state gamblers  
**Journal:** Gaming Research & Review Journal  
**Volume:** 5  
**Issue:** 1-15  
**Notes:** Put in ILL request for this article.

**Reference Type:** Journal Article  
**Record Number:** 45  
**Author:** Thompson, William N.; Pinney, J. Kent  
**Year:** 1996  
**Title:** The family that gambles together: Business and social concerns  
**Journal:** Journal of Travel Research  
**Volume:** 34  
**Issue:** 3  
**Pages:** 70-74  
**Accession Number:** 9603280675  
**Keywords:** casinos  
**Abstract:** Examines the dimensions of questions concerning the business and societal issues that arise out of the introduction of casinos to Las Vegas, Nevada, and the family marketing concept for casinos. Positive and negative business implications; Conclusion.  
**Notes:** 5p

**Reference Type:** Journal Article  
**Record Number:** 58  
**Author:** Toneatto, T.; Ferguson, D. ; Brennan, J.  
**Year:** 2003  
**Title:** Effect of a new casino on problem gambling in treatment-seeking substance abusers  
**Journal:** Canadian Journal of Psychiatry  
**Volume:** 48  
**Issue:** 1  
**Pages:** 40-44  
**Abstract:** Problem gambling rates are frequently found to be higher in those who abuse substances than in the general population, and this group represents a well-established high-risk population for developing the disorder. In this study of 853 residential substance abusers, approximately 10% scored in the problem gambling range on the South Oaks Gambling Screen (SOGS). On most descriptive variables, these subjects appeared to be similar to substance abusers who do not have gambling problems. However, they tended to participate in more gambling behaviours and had more relationships with individuals who also gambled. There is some evidence that the introduction of a new casino in the community increased the SOGS scores for subjects who gambled most frequently on such casino-related gaming as slot machines, cards, and casino games.  
**URL:** <http://www.cpa-apc.org/Publications/Archives/CJP/2003/february/toneatto.asp>

**Reference Type:** Journal Article

**Record Number:** 126

**Author:** Turner, N.; Ialomiteanu, A.; Room, R.

**Year:** 1999

**Title:** Checkered expectations: Predictors of approval of opening a casino in the Niagara community

**Journal:** Journal of Gambling Studies

**Volume:** 15

**Issue:** 1

**Pages:** 45-70

**Abstract:** Reports on the findings of a survey prior to the opening of a casino in Niagara Falls, Ontario (N = 1,002 adults) on approval of the casino, expectations regarding the impact of the casino, attitudes toward gambling, gambling behaviour, and demographic information. Ss generally had a positive attitude towards gambling. The expectations of community impact clustered into 3 factors: negative social consequences (crimes, addiction), negative environmental consequences (litter, noise, traffic), and positive economic consequences (jobs, stores, income). The majority of Ss expected economic benefits from the casino as well as a decrease in the environmental quality of the city. Expectations regarding social problems were mixed with a majority expecting an increase in serious crimes. Covariance structure modelling revealed that a positive attitude towards gambling and expecting economic benefits were positively related to approval of the casino, and expecting social problems was negatively related to approval. Given that more than 7 in 10 Ss supported the opening of the casino, the expected economic benefits coupled with a generally positive attitude towards gambling, apparently outweighed concerns about problems associated with gambling. (PsycINFO Database Record (c) 2002 APA, all rights reserved)

**Notes:** UofL Main Collection RC 569.5 G35 J68 v. 15 no. 1/4 1999

**Reference Type:** Report

**Record Number:** 166

**Author:** United States General Accounting Office

**Year:** 2000

**Title:** Impact of gambling: Economic effects more measurable than social effects

**City:** Washington, D.C.

**Institution:** United States General Accounting Office

**Call Number:** UofL Main Collection HV 6715 U545 2000

**Abstract:** Forty-eight states had some form of legalized gambling as of 1999. The estimated revenue from legalized gambling totaled more than \$54 billion in 1998. This report (1) examines the June 1999 findings of the National Gambling Impact Study Commission on the economic and social effects on communities and families and (2) explores issues raised by a case study involving Atlantic City, New Jersey, a gambling destination since the 1970s. GAO discusses the economic impacts of gambling, particularly on employment, bankruptcy, tax revenues, and community investment; the social effects of gambling; the prevalence of pathological gambling; and whether communities offer incentives to attract gambling establishments. Subject Terms Bankruptcy Taxes Atlantic City (NJ) Hotels and motels Economic analysis Community development Behavioral sciences research.

**URL:** <http://www.gao.gov/archive/2000/gg00078.pdf>

**Reference Type:** Book

**Record Number:** 181

**Author:** Vaillancourt, François; Roy, Alexandre

**Year:** 1999

**Title:** Gambling and governments in Canada, 1969-1998: How much? who plays? what payoff?

**City:** Toronto

**Publisher:** Canadian Tax Foundation

**Call Number:** UofL Main Collection HG 6147 V34 2000

**Abstract:** In this report, the authors present and analyze the empirical evidence on the significance of

gambling in Canada. They measure the government revenues from gambling according to various indicators; they examine spending by Canadians on lotteries and gambling in general; and they estimate the costs and benefits of gambling to Canadians and Canadian governments in the 1990's.

**Reference Type:** Report

**Record Number:** 194

**Author:** Volberg, Rachel A.; Stuefen, Randall M.

**Year:** 1991

**Title:** Gambling and problem gambling in South Dakota

**City:** Vermillion, SD

**Institution:** Business Research Bureau, University of South Dakota

**Call Number:** UofL Main Collection HV 6721 S8 V64 1991

**Abstract:** (For the Madden section on socioeconomic impacts) This document constitutes an inquiry into the economic and social impacts which can be traced to gaming activities in South Dakota. The impacts examined in this study are limited to those which are quantifiable and are statistically recorded both before and after various gaming activities were first initiated. The methodology used herein is not micro in nature. For example, case by case analyses are not pursued. Economic and social factors, however, are treated on a county basis in all instances where such data is readily available. Any variations concerning the mix and intensity of gaming activity by county are analyzed. Sixteen of the largest counties in the state are identified and compared to each other as well as to the balance of the state.

**Notes:** Cover title: Gaming in South Dakota : a study of gambling participation and problem gambling and a statistical description and analysis of its socioeconomic impacts. The second half of this report is titled "Gaming in South Dakota: A statistical description and analysis of its socioeconomic impacts" and was authored by Dr. Michael K. Madden of the University of South Dakota (1991, November).

**Reference Type:** Journal Article

**Record Number:** 167

**Author:** Walker, D. M.

**Year:** 1998

**Title:** Comment on "Legal gambling as a strategy for economic development"

**Journal:** Economic Development Quarterly

**Volume:** 12

**Issue:** 3

**Pages:** 214-216

**Abstract:** Meir Gross argues there is no support for legalized gambling, yet consumers have cast many votes in favor of legalized gambling. His arguments represent gambling literature and many of them stem from biased or incomplete economic analysis. Gross's concerns for tax regressivity as a problem linked with legalized gambling are unwarranted.

**Notes:** Fulltext available in Expanded Academic ASAP

**Reference Type:** Journal Article

**Record Number:** 183

**Author:** Walker, D. M.

**Year:** 1998

**Title:** Legalized gambling and the export base theory of economic growth

**Journal:** Gaming Law Review

**Volume:** 3

**Issue:** 2/3

**Pages:** 157-163

**URL:** <http://www.faculty.de.gcsu.edu/~dwalker/PDF%20articles/GLR1.pdf>

**Reference Type:** Journal Article

**Record Number:** 68

**Author:** Walker, Douglas M.

**Year:** 2003

**Title:** Methodological issues in the social cost of gambling studies

**Journal:** Journal of Gambling Studies

**Volume:** 19

**Issue:** 2

**Pages:** 149-184

**Abstract:** The appropriate way to classify and measure the "social costs" of gambling is a very important, unresolved methodological issue that has been addressed by Collins and Lapsley (2000); Thompson, Gazel, and Rickman (1999); and Walker and Barnett (1999), among others. What should be included and excluded from social cost studies continues to be a controversial issue, as illustrated in the literature and recent conferences. This paper is an attempt to explain the "economics" conception of social costs in accessible language. By using a simple economic model and everyday examples, it shows that the economics methodology is better than the other methodologies currently available. There are four specific goals of the paper: (1) Discuss the importance of the social cost methodological debate and the state of research in the area; (2) Explain the Walker-Barnett definition of social cost in the context of a simple production possibilities frontier and indifference curve model; (3) Use simple illustrative examples to show why many of the alleged social costs should not be classified as such; and (4) Suggest a new method for analyzing the social costs and effects attributable to pathological gambling. (PsycINFO Database Record (c) 2003 APA, all rights reserved)(journal abstract)

**Reference Type:** Report

**Record Number:** 150

**Author:** Walker, D. M.

**Year:** 2003

**Title:** Review of Schwer, Thompson & Nakamuro "Beyond the Limits of Recreation: Social Costs of Gambling in Las Vegas". Prepared for the Nevada Resort Association

**Institution:** Nevada Resort Association

**Abstract:** This is a review of the Schwer, Thompson & Nakamuro report (STN), which estimated the total social costs in Las Vegas from problem and pathological gambling at \$301 - 470 million per year. Several methodological problems undermine their results.

**URL:** [http://gaming.uleth.ca/agri\\_downloads/1006/beyond\\_the\\_limits\\_of\\_recreation.pdf](http://gaming.uleth.ca/agri_downloads/1006/beyond_the_limits_of_recreation.pdf)

**Reference Type:** Journal Article

**Record Number:** 185

**Author:** Walker, D. M.

**Year:** 2004

**Title:** Kindt's paper epitomizes the problems in gambling research

**Journal:** Managerial and Decision Economics

**Volume:** 25

**Pages:** 197-200

**Abstract:** For many readers, the casino gambling issue of Managerial and Decision Economics<sup>1</sup> will be their first exposure to economic research on casino gambling. Based solely on a reading of the MDE issue, one might get the impression there is overwhelming evidence that legal casino gambling is 'bad.' But readers should be skeptical of what they read, as there is no such consensus in the literature. Indeed, the literature is fraught with methodological problems and inconsistencies. Professor Kindt's article (2001), in particular, exemplifies some of the problems that have been plaguing gambling research since the mid-1990s. Ordinarily, a reaction to an article like Kindt's would be unwarranted, since many of his arguments are supported only by newspaper articles. However, it is perhaps worthwhile to point out a few of the problems with Kindt's work, and with gambling research in general, so that research can advance, instead of digressing, as it has with the publication of the special issue of MDE. My comments focus on three issues in Kindt's paper. Copyright # 2004 John Wiley & Sons, Ltd.

**URL:** <http://www.faculty.de.gcsu.edu/~dwalker/J%20Pubs%20PDF/MDE.pdf>

**Reference Type:** Journal Article

**Record Number:** 94

**Author:** Walker, D. M.; Barnett, A. H.

**Year:** 1999

**Title:** The social costs of gambling: An economic perspective

**Journal:** Journal of Gambling Studies

**Volume:** 15

**Issue:** 3

**Pages:** 181-212

**Abstract:** Explains the economic perspective on social costs. An understanding of this paradigm removes the subjectivity in the classification of pathological gambling's social costs. The paper has three major components. First, the authors introduce the economic notion of social costs. Using this paradigm, the authors differentiate between the "true" social costs related to pathological gambling, and other negative consequences that cannot legitimately be classified as social costs. Second, the authors evaluate a recent social cost study using the economics social cost paradigm. Third, the authors discuss two types of social costs that have been largely overlooked in the gambling literature. (PsycINFO Database Record (c) 2002 APA, all rights reserved)

**Reference Type:** Journal Article

**Record Number:** 95

**Author:** Walker, D. M.; Barnett, A. H.

**Year:** 1999

**Title:** Response to McGowan's comment on "The social costs of gambling: An economic perspective"

**Journal:** Journal of Gambling Studies

**Volume:** 15

**Issue:** 3

**Pages:** 217-221

**Abstract:** Replies to the comment by R. McGowan concerning the article by D. M. Walker and A. H. Barnett discussing the social costs of pathological gambling. The authors believe that McGowan draws attention to an important issue, the appropriate criteria for policy espousal, and alludes to another important issue, the proper role for government in society. The authors state that while these issues are important, they are not the subject of their paper and they are not central to the specific issues the authors address. (PsycINFO Database Record (c) 2002 APA, all rights reserved)

**Reference Type:** Journal Article

**Record Number:** 184

**Author:** Walker, D. M.; Jackson, J. D.

**Year:** 1998

**Title:** New goods and economic growth: Evidence from legalized gambling

**Journal:** Review of Regional Studies

**Volume:** 28

**Issue:** 2

**Pages:** 47-69

**Abstract:** We address two questions: (1) Does legalized gambling spur economic growth? and, if so, (2) Does economic growth depend on "exports"? After developing a method of applying Granger causality to panel data, we analyze the casino gambling and greyhound racing industries. Empirical results suggest the answer to (1) is "yes". Both industries Granger cause economic growth. Because of the industry-wide results, the alleged "factory-restaurant dichotomy" for casino gambling does not appear to be valid. Based on the disparate thresholds and ranges of the industries and the consistent causal results (both industries Granger cause per capita income) the answer to question (2) appears to be "no."

**URL:** <http://www.faculty.de.gcsu.edu/~dwalker/PDF%20articles/RRS1.pdf>

**Reference Type:** Journal Article

**Record Number:** 205

**Author:** Williams, R. J.; Wood, R. T.

**Year:** 2004

**Title:** The proportion of gaming revenue derived from problem gamblers: Examining the issues in a Canadian context

**Journal:** Analyses of Social Issues & Public Policy

**Volume:** 4

**Issue:** 1

**Pages:** 1-13

**Abstract:** The legitimacy of government-sponsored gambling and its continued expansion depends in part on the impact that gambling has on society and the extent to which gambling revenue is derived from vulnerable individuals. The purpose of the present article is to try to establish a valid estimate of the proportion of gaming revenue derived from problem gamblers in Canada. Using recent secondary data collected in eight Canadian provinces, we estimate this proportion to be 23.1%, compared to a problem gambling prevalence rate of 4.2. This estimate must be seen as tentative, however, as self-reported expenditures are 2.1 times higher than actual provincial gaming revenues.

**Reference Type:** Report

**Record Number:** 208

**Author:** Williams, R. J.; Wood, R. T.

**Year:** 2004

**Title:** Demographic sources of Ontario gaming revenue: Final report submitted to the Ontario Problem Gambling Research Centre, June 23, 2004.

**City:** Guelph, ON

**Institution:** Ontario Problem Gambling Research Centre

**Reference Type:** Journal Article

**Record Number:** 65

**Author:** Wilson, J. M.

**Year:** 2001

**Title:** Riverboat gambling and crime in Indiana: An empirical investigation

**Journal:** Crime & Delinquency

**Volume:** 47

**Issue:** 4

**Pages:** 610-640

**Abstract:** Despite the proliferation of river boat gambling, few studies have rigorously investigated a link between riverboat gambling and crime. Literature regarding routine activities theory and resort and traditional casino tourism suggests that offenses may increase with the enhanced opportunities for crime provided by the influx of gamblers. Focusing on Indiana communities, this study explored the connection by examining via interrupted time series analyses index offenses and simple assaults over 286 weeks in Hammond and index, driving under the influence, public intoxication, disorderly conduct, and prostitution offenses over 57 months in Rising Sun. The casinos were not found to increase crime in Hammond but were associated with increases in aggravated assaults and thefts in Rising Sun. These somewhat attenuated effects on crime suggest the enhanced criminal opportunity created by riverboat casinos did not increase the overall frequency of individual offenses as might be expected from routine activities theory and related tourism literature.

**Notes:** Fulltext available in EBSCO HOST EJS

**Reference Type:** Report

**Record Number:** 164

**Author:** Wynne, Harold J.; Anielski, Mark

**Year:** 2001

**Title:** The Whistler Symposium report: The first international symposium on the economic and social impact of gambling. September 23-27, 2000

**City:** Whistler, BC

**Institution:** Whistler Symposium

**Abstract:** The First International Symposium on the Economic and Social Impacts of Gambling, co-hosted by the Canadian Centre for Substance Abuse (CCSA), had as its primary goal the development of a concept paper or draft guidelines for estimating the social and economic impacts, costs and benefits of gambling.

**URL:** <http://www.ccsa.ca/pdf/ccsa-009382-2000.pdf>

**Reference Type:** Journal Article

**Record Number:** 69

**Author:** Wynne, Harold J. ; Shaffer, Howard J.

**Year:** 2003

**Title:** The socioeconomic impact of gambling: The Whistler symposium.

**Journal:** Journal of Gambling Studies

**Volume:** 19

**Issue:** 2

**Pages:** 111-121

**Abstract:** Discusses the growth of legal gambling around the world and its socioeconomic impact and the government policy decisions and the dilemma it faces while legalizing gambling and recognizing it as another source of revenue. Despite the clear need for trustworthy policy-relevant information, governments have been slow to commission research that examines the socioeconomic impact of gambling in society. There is a paucity of research into the socioeconomic impact of gambling expansion. Much of the research that has been done is not scientifically rigorous. There is little agreement as to conceptual or analytical frameworks and methodologies that are best suited to guide cost-benefit analyses of gambling policy decisions. In this context the article discusses the Whistler Symposium, the first international symposium on the economic and social impact of gambling, held in Whistler, British Columbia, Canada from September 23-27, 2000. This symposium addressed the aforementioned research shortcomings and to begin the process of developing a conceptual framework and attendant methodologies to measure the socioeconomic impact of gambling in societies. (PsycINFO Database Record (c) 2003 APA, all rights reserved)