

TAKING THE GAMBLE VI: WHAT'S HAPPENING IN MAINE?

Executive Summary



Prepared

By



CENTER FOR POLICY ANALYSIS
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UNIVERSITY OF MASSACHUSETTS DARTMOUTH CENTER FOR POLICY ANALYSIS

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Polling & Program Evaluation Research Series No. 56

EXECUTIVE SUMMARY:

Maine's Slot Parlor

On May 6, 2004, the Pine Tree State became the third state in New England – after Rhode Island (1992) and Connecticut (1992) – to authorize expanded gambling in the form of slot machines. The “Governor’s Gambling Control Legislation” was enacted by the Maine State Legislature and signed into law by Governor John E. Baldacci six months after Maine’s voters decisively rejected a binding referendum that would allowed the Passamaquoddy Tribe and Penobscot Nation to build a \$650 million resort casino in southern Maine.¹ Maine voters decisively rejected the casino referendum on November 4, 2004 by a vote of 64% (against) to 36% (for), in the same election, Maine’s voters approved a second referendum by a margin of 53% to 47% to allow slot machines at the Bangor harness racetrack.

The enabling legislation (P.L. 2003, Title 8, Chapter 31) adopted pursuant to the binding referendum established a 5-member Gambling Control Board (GCB) to oversee operations at the new racino, which opened on November 4, 2005 near Bangor Historic Racetrack and Bass Park on Main Street in Bangor, Maine.² Hollywood Slots, which is owned and operated by Penn National Gaming, Inc. currently operates at a temporary facility with 475 slot machines. The construction of a permanent facility is scheduled to begin in the summer of 2007 with completion expected in mid-2008. The new racino’s owners originally planned to construct a \$90 million slots facility on its 8-acre site, but on February 8, 2007, the company announced that it is now planning a \$131 million hybrid racino that will include a hotel and additional dining outlets.³ Penn National Chairman and CEO Peter Carilino announced that the company expanded its plans for Hollywood Slots because of “the impressive results being generated by our temporary facility [on Main Street] and a substantial number of patrons driving significant distances to Hollywood Slots at Bangor.”⁴

The new facility will feature a two-story, semicircular, glass tower gaming area, a seven-

¹ The proposal was for a 362-acre resort that would have included 4,000 slot machines, 180 table games, a grand hotel, a 60,000 square foot convention center, and an 18-hole golf course. The proposal, which was placed on the November 4, 2003 state ballot as a binding referendum included a provision to pay 25% of its slot machine revenues to the state of Maine. The proposal was opposed by Maine Governor John Baldacci, state prosecutors, and major employers (e.g., Land’s End, MBNA), who campaigned to defeat the referendum.

² The Maine Gambling Control Board is appointed by the Governor and confirmed by the Senate. The GCB The board and its staff are located within the Maine Department of Public Safety, 45 Commerce Drive, Augusta, Maine 04330See, “Gambling Control Board,” at <http://www.state.me.us/dps/GambBoard/> See, <http://janus.state.me.us/legis/statutes/8/title8ch0sec0.html> for the enabling legislation.

³ The hybrid racino -- a racino with a moderate-sized hotel, a small number of dining and entertainment venues, and other amenities (e.g., retail) was pioneered by Dover Downs in Delaware, which now has 2,700 slot machines, a 232-room hotel with 25,000 square feet of meeting space, gourmet dining and entertainment venues, and it also sponsors various sporting events (e.g., boxing). Newport Grand and Lincoln Park in Rhode Island are also moving toward this model.

⁴ Dawn Gagnon, “Bangor slots project price jumps by \$40M,” *Bangor Daily News*, February 9, 2007.

story hotel, a four-story parking garage, restaurants, retail space and a new simulcast facility for off-track wagering. Hollywood Slot's state gaming license allows it to operate up to 1,500 slot machines, but the permanent facility will initially will house 1,000 slot machines, which is more than double the 475 slot machines available at the temporary facility. The permanent facility is designed to accommodate future expansion up to the allowable 1,500 slot machines at a later time.

In calendar year 2006, Hollywood Slots generated \$37.5 million in net gaming revenues, while the state collected \$12.4 million in gaming taxes.⁵ The state levies a 39% tax on net slot revenue, which generated \$12.4 million in 2006. These revenues are earmarked for allocation as follows:⁶

3%	General Fund for Board Administrative Expenses
10%	Harness Racing Purses
3%	Sire Stakes Fund
3%	Agricultural Fair Support Fund
10%	Healthy Maine
2%	University of Maine System Scholarships
1%	Maine Community College System Scholarships
4%	Fund to Encourage Racing at ME Harness Racing Tracks
2%	Fund to Stabilize the State's Off-Track Betting Facilities (2% for first 48 months and 1% thereafter)
<u>1%</u>	City of Bangor, host municipality
39%	Total

In 2006, the Maine state legislature passed a bill authorizing a second racino in Washington County and another bill allowing the county's voters to decide the issue. Both bills were successfully vetoed by Governor John Baldacci. It is expected that during the 2007 legislative session, bills will again be introduced to authorize a second racino in Maine and to allow two of Maine's Indian tribes – the Penobscot Nation and the Passamaquoddy Tribe – to operate slots on tribal lands.

⁵ In addition to the state tax on slot revenues, the state collects several licensing fees. The initial registration fee for a registered slot machine is \$100. The annual renewal fee is \$100 for each registered slot machine. The initial application fee for a slot machine distributor license is \$200,000. The annual renewal fee is \$75,000. The initial application fee for a slot machine operator license is \$200,000. The annual renewal fee is \$75,000 plus an amount, set by rules of the board, equal to the cost to the board of licensing slot machine operators and determined by dividing the costs of administering the slot machine operator licenses by the total number of slot machine operators licensed by the board. The annual application fee for a license for a gambling services vendor is \$2,000. The initial application fee for an employee license is \$250. The annual renewal fee for an employee license is \$25.

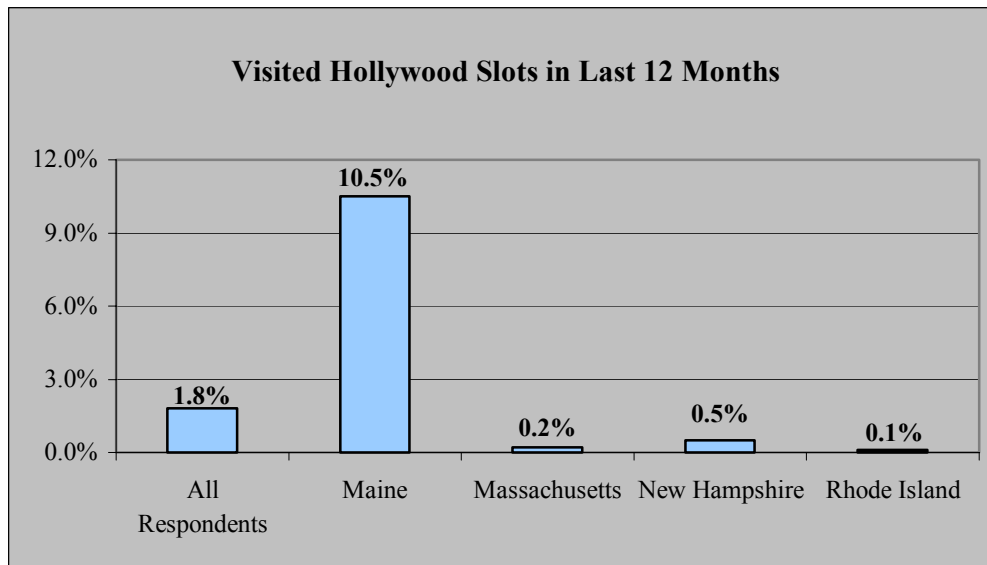
⁶ See, <http://www.state.me.us/dps/GambBoard/FinancialInformation.htm>

1) How many people visited Hollywood Slots in Bangor, Maine percentage in the last 12 months?

A random sample of 2,806 Maine, Massachusetts, New Hampshire, and Rhode Island residents was asked the following question: “During the last 12 months, have you visited Hollywood Slots in Bangor, Maine? – yes/no.” Margins of error are at the 95% confidence interval for all questions. The margin of error is different for state-level sub-samples: Massachusetts = +/- 3.1%, Maine = +/- 4.7%, New Hampshire = +/- 6.7%, and Rhode Island = +/- 3.0%.⁷

- More than ten percent (10.5%) of Maine’s adult residents visited Hollywood Slots at least once in the past 12 months (see Figure 1).⁸
- It is estimated that over 101,000 of Maine residents made at least one trip to Hollywood Slots in the last 12 months (see Table 1).
- A much smaller number of residents from other states visited Hollywood Slots⁹ –
 - 0.5% of New Hampshire residents, or more than 4,600 visitors,
 - 0.2% of Massachusetts residents, or nearly 9,100 visitors,
 - 0.1% of Rhode Island residents, or more than 700 visitors.

Figure 1



⁷ This means that if a question from the survey was asked 100 times, 95 of those times the percentage of people giving a particular answer to the question would be within the margin of error of the answer given in this poll.

⁸ By comparison, Rhode Island’s two racinos were visited at least once in 2006 by 17% of the Rhode Island population and by 4% of Massachusetts’s residents.

⁹ Field observations conducted from July 3-5, 2006 also observed a few automobiles from Vermont and the eastern Canadian provinces.

Table 1

Visited Hollywood Slots in Last 12 Months		
	Visited Hollywood Slots	Total Annual Visitors
All Respondents	1.8%	115,779
Maine	10.5%	101,298
Massachusetts	0.2%	9,084
New Hampshire	0.5%	4,637
Rhode Island	0.1%	760

2) Hollywood Slot’s players continue to visit other out-of-state casinos.

- It is estimated that Maine residents made approximately 271,000 visits to Foxwoods and Mohegan Sun in the last twelve months.
- It was found that one-third (33%) of the individuals who visited Hollywood Slots in the last 12 months also visited another out-of-state casino at least one time in the last 12 months.
- It was found that one-third (29%) of the individuals who visited Hollywood Slots in the last 12 months had also visited either Foxwoods Resort or Mohegan Sun at least one time in the last 12 months.

Table 2

Hollywood Slots Players Who Have Visited a Casino In Last 12 Months	
	Percent
Have Visited a Casino	33%
Have Not Visited a Casino	67%

Table 3

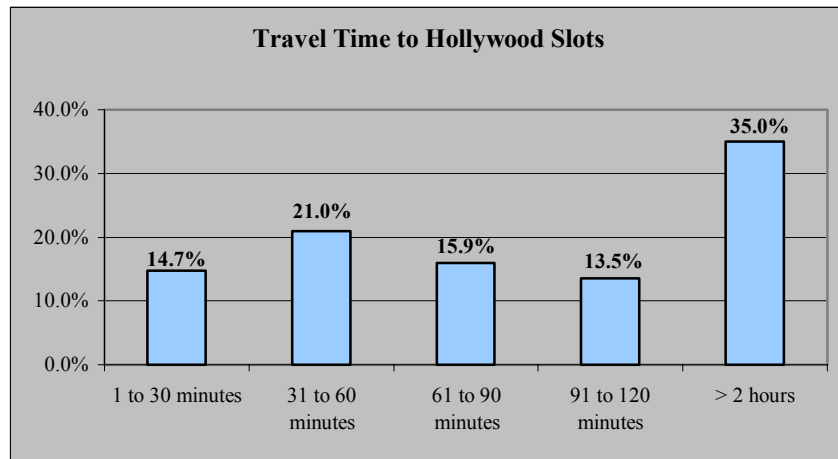
Hollywood Slots Players Who Have Visited Foxwoods/Mohegan Sun In Last 12 Months	
	Percent
Have Visited FW/MS	29%
Have Not Visited FW/MS	71%

3) How far do Hollywood Slots patrons travel to visit the racino?

Note: All 2,806 respondents to the survey were asked “in which town or city do you live?” The drive-time for each person visiting Hollywood Slots in the last twelve months was determined using Mapquest.

- Nearly two-thirds (64.4%) of Hollywood Slots visitors traveled more than 60 minutes to get to the racino and nearly half (48.5%) traveled more than 90 minutes to get to the racino (see Figure 2).¹⁰
- About a third (35.7%) of Hollywood Slots visitors traveled 60 minutes or less to get to the racino, while about 15% (14.7%) traveled 30 minutes or less (see Figure 2).

Figure 2



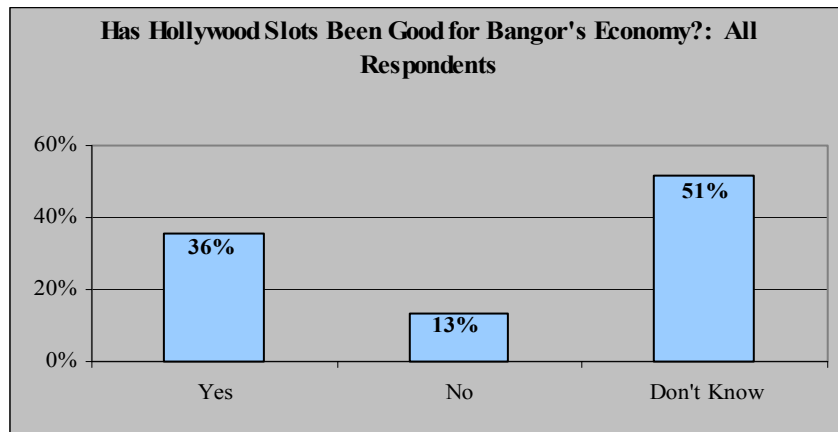
¹⁰ By comparison, nearly all visitors (97%) to Lincoln Park in Rhode Island traveled less than 60 minutes to get to the racino and 61% traveled 30 minutes or less. More than three-fourths (76%) of the visitors to Newport Grand in Rhode Island traveled less than 60 minutes to get to the racino and 97% traveled 90 minutes or less.

4) Has Hollywood Slots been good for the Bangor economy?

All Maine respondents (N=440) were asked: “Overall, do you think that Hollywood Slots has been good for Bangor’s economy? Yes/no/don’t know.”

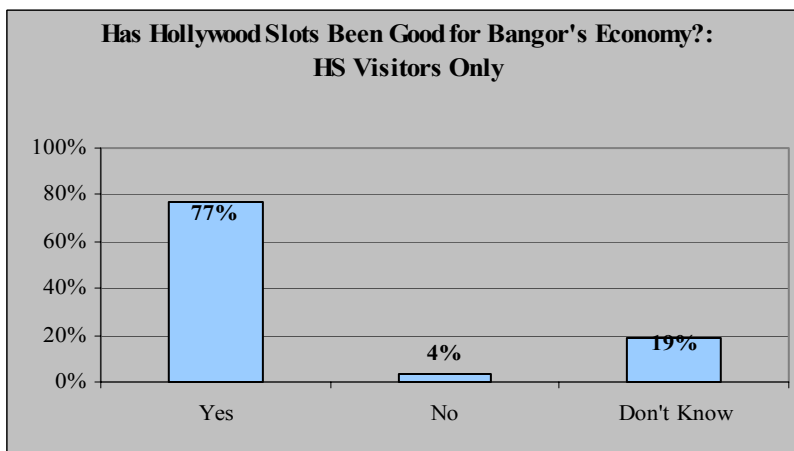
- Most Maine residents (51%) are still uncertain about whether Hollywood Slots has been good for Bangor’s economy (see Figure 3), which is not surprising given the comparatively small percentage of the state’s residents who have visited the facility.
- Maine residents who have made up their minds about the economic impact of Hollywood Slots are nearly three times more likely to think that it has had a positive impact (36%) on the local economy than a negative or no impact (13%) on the local economy (see Figure 3).

Figure 3



- Among Maine residents who have actually visited Hollywood Slots in the last twelve months, more than three-quarters (77%) think that it has had a positive impact on the local economy compared to four percent (4%) who think it has had a negative or no impact and 19% who are still undecided (see Figure 4).

Figure 4



APPENDIX A **Methodology**

What is the New England Gaming Behavior Survey?

The 1st New England Gaming Behavior Survey (2004) polled more than 2,400 respondents in the states of Massachusetts and Rhode Island, which at the time were debating various proposals for expanded gambling. This year's survey was expanded to include Maine and New Hampshire, because a slot parlor opened in Maine in late 2005, while previous studies by the Center for Policy Analysis have found that New Hampshire is a significant feeder market for Connecticut's two Native American casinos. On the other hand, Vermont has not entertained any proposals for expanded gambling and previous studies have not found it to be a significant feeder market to any of the region's established gaming destinations. It is expected that Connecticut is a unique market that combines features of both destination and convenience and therefore warrants a separate analysis in the future.

What Methodology Was Used to Conduct the Survey?

The 2nd New England Gaming Behavior Survey was conducted from September 29, 2006 to November 2, 2006 using a survey instrument developed by the Center for Policy Analysis (see Appendix A). A total of 2,806 telephone interviews were conducted for a margin of error of +/- 1.9% at a 95% confidence interval for questions asked of the entire sample.¹¹ The margin of error is different for state-level sub-samples: Massachusetts = +/- 3.1%, Maine = +/- 4.7%, New Hampshire = +/- 6.7%, and Rhode Island = +/- 3.0%. The following table lists the number of surveys conducted for each state:

State	# Surveys Conducted	Percent
Massachusetts	1,041	37.1%
Maine	448	16.0%
New Hampshire	220	7.8%
Rhode Island	1,097	39.1%
Total:	2,806	100.0%

The Center for Policy Analysis uses the Genesys Sampling System to generate random telephone numbers. The Genesys Sampling System is used by many private and university-based polling and survey research organizations. The system uses a list of all possible telephone numbers in the United States to randomly generate a telephone sample for a designated geographic area. The New England Gaming Behavior Survey was conducted using a random digit dialing (RDD) sample. The RDD sample insures an equal and known probability of selection for every residential telephone number (listed and unlisted) in the sample geographic frame.

¹¹ This means that if a question from the survey was asked 100 times, 95 of those times the percentage of people giving a particular answer to the question would be within 1.9 percentage points of the answer given in this poll.

All telephone interviewers are trained by Center for Policy Analysis senior staff before they conduct telephone interviews for the survey. Senior-level staff at the Center for Policy Analysis also monitored the interviewers at all times to ensure high quality data collection. Telephone interviews were conducted between 9:00 am and 8:00 pm on weekdays and between 9:00 am and 2:00 pm on Saturdays. The Center's senior staff continually monitored the progress of interview outcomes to prevent problem cases that could interfere with the integrity of survey procedures. The survey procedures used by the Center for Policy Analysis adhere to the highest quality academic and government research standards.

Who funds the New England Gaming Research Project?

The New England Gaming Research Project is funded entirely by the University of Massachusetts Dartmouth, including all research expenses and the salaries and wages of all individuals who collaborate on the project's research.

Why study casino gaming?

There are many reasons why the Center for Policy Analysis launched the New England Gaming Research Project:

First, casino gaming is a \$3.4 billion industry in New England that employs approximately 23,000 people at Lincoln Park and Newport Grand resort casinos in Connecticut, Rhode Island's video lottery terminal (VLT) facilities at Lincoln Park and Newport Grand, and Bangor, Maine's Hollywood Slots. The number of casino employees does not include several hundred additional employees working at the region's non-slot pari-mutuel facilities in Connecticut, Massachusetts, Maine, and New Hampshire; nor does it include the hundreds of public employees working in state lottery agencies, which generate \$1.4 billion in annual revenues for New England's six state governments.

Second, casino gaming is one of New England's largest growth industries. The New England casino industry is expected to add another 4,000 to 5,000 jobs over the next three years as each of the region's gambling facilities complete major expansion projects. In 2006, the region's casino, video lottery, and slot parlor facilities announced nearly \$1.6 billion in new capital investments to expand their operations, including a \$700 million expansion at Lincoln Park Resort Casino, a \$125 million expansion at Lincoln Park, and the construction of a new \$90 million slots facility at Hollywood Slots in Bangor, Maine, which is scheduled to open in mid-2008. In November of 2006, Newport Grand announced a \$740 million expansion that will include a second 1,000-room hotel tower, a 1,500-seat House of Blues music complex, an upscale billiards hall, an additional 42,000 square feet of gaming space, a poker room, another 137,000 square feet of retail and restaurant space, and an additional 3,600 parking spaces. Newport Grand's latest expansion plans will be mostly completed by 2008 with the hotel's completion expected in 2010. Newport Grand recently announced a \$25 million expansion that includes a new 120-room stand-alone hotel and refurbishment of its gaming space to house another 600 additional VLTs.

Third, casinos, video lottery terminal facilities, and racinos have become an important and growing source of revenue in New England's state budgets. In calendar year 2006, Lincoln Park and Newport Grand generated more than \$427 million in revenues to the Connecticut state treasury, while Rhode Island's VLT facilities generated more than \$246 million – making Rhode Island's two VLT facilities the third largest source of tax revenue in the Ocean State.

The revenues generated by Maine's slot parlor generated \$18 million in calendar year 2006, with the monies earmarked for the city of Bangor, the "Healthy Maine" initiative, scholarships to attend Maine's state universities and community colleges, and other initiatives designed to strengthen the state's pari-mutuel racing industry.

Fourth, as a result of gaming's growing economic and fiscal impacts, gaming has become a perennial policy debate in New England's state legislatures. Although the Massachusetts State Senate has consistently voted to authorize slot machines at the state's racetracks, the House of Representatives has not, voting as recently as March of 2006 to reject legislation authorizing slot machines at the Bay State's four racetracks.

The results are different in Rhode Island. In 2006, Rhode Island's General Assembly and governor authorized the addition of thousands more VLTs at Lincoln Park and Newport Grand, which resulted in the largest expansion of gaming in that state's history. Lincoln Park and Newport Grand are currently authorized to offer up to 4,752 VLTs and 2,101 VLTs, respectively. However, a constitutional amendment that would have authorized a \$1 billion Narragansett Indian Casino in West Warwick, Rhode Island was rejected by voters on November 7, 2006 by a margin of 63% to 37%. However, depending on what happens in Massachusetts, the Rhode Island legislature may yet revisit the issue of expanded gambling in the next two years.

On November 4, 2005, Hollywood Slots opened in Bangor, Maine as that state's first "convenience gaming" facility. Hollywood Slots has 475 slot machines and is authorized to increase that number to 1,500 once it completes a new facility in downtown Bangor in 2008. In 2006, the Maine state legislature passed a bill authorizing a second racino in Washington County and another bill allowing the county's voters to decide the issue. Both bills were successfully vetoed by the governor. In the 2007 legislative session, it is expected that bills will again be introduced to authorize a second racino and to allow two of Maine's Indian tribes – the Penobscot Nation and the Passamaquoddy Tribe – to operate slots on tribal lands.

For more information about the New England Gaming Research Project go to, <http://www.umassd.edu/cfpa/gaming.cfm>

About the Center for Policy Analysis

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Center for Policy Analysis offers custom designed research and technical analysis in the areas of economic development, public management, program evaluation and public opinion research for government agencies, non-profit organizations, private businesses, and educational institutions. The Center for Policy Analysis has completed more than 200 research projects for various groups and agencies since 1992.

For more information about the Center for Policy Analysis and its work, go to <http://www.umassd.edu/cfpa>

APPENDIX B:

New England Gaming Behavior Survey 2006

Interview Time: _____ ID #: _____ State: _____ Interviewer: _____
Date: _____

Hi, my name is _____ and I'm calling from UMass Dartmouth. How are you today? We are conducting a short survey on casino gaming in New England. Do you have just a couple of minutes to complete the survey?

First, I'd like to ask if you are at least 18 years of age. Yes No

[If yes, proceed to next question. If no, ask if someone over 18 is available. If not, tell the person that you will call back at another time].

And in which town or city do you live? _____

- 1. Have you participated in any form of legal gambling in the last 12 months such as casinos, the lottery, scratch tickets, or bingo?**

Yes No

[If NO, please skip to question 3. If yes, continue.]

- 2. Did you participate in any of the following forms of gambling in the last 12 months? How about:**

Scratch Tickets Yes No DK/Refused

Other Lottery games such as

Megabucks or Powerball Yes No DK/Refused

Keno Yes No DK/Refused

Casino gambling Yes No DK/Refused

Wagered on a dog or horse race Yes No DK/Refused

Bingo Yes No DK/Refused

Wagering over the Internet Yes No DK/Refused

3. During the last 12 months, how many times did you visit Lincoln Park Resort Casino in Connecticut? _____

[If 0 times go to question 4]

3a. [If yes] On a scale of 1 to 5 with 1 being Not Important and 5 being Very Important, how important were the following items in your decision to visit Lincoln Park in the last 12 months? How about:

	Not Important		Very Important		
	1	2	3	4	5
location close to home					
general atmosphere of the facility					
physical attractiveness of the facility					
slot machines					
table games					
bingo					
keno					
simulcast dog or horse racing					
bars & restaurants					
music & dance venues					
hotel lodging					
retail shops					
concerts & other entertainment					
sports betting					
golf course					
museum & cultural attractions					

3b. On your last visit to Lincoln Park, did you spend money on any of the following items?

- | | | |
|---------------------|-----|----|
| food | yes | no |
| hotel or lodging | yes | no |
| retail purchases | yes | no |
| other entertainment | yes | no |
| gambling | yes | no |

3c. When you visit Lincoln Park, do you PRIMARILY play slots, table games, or bingo, or do you not gamble?

[Please check only one]

- slots
- table games
- bingo
- do not gamble

4. During the last 12 months, how many times did you visit Newport Grand Casino in Connecticut? _____

[If 0 times go to question 5]

4.a. [If Yes] On a scale of 1 to 5 with 1 being Not Important and 5 being Very Important, how important were the following items in your decision to visit Newport Grand in the last 12 months? How about:

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4b. On your last visit to Newport Grand, did you spend money on any of the following items?

food	yes	no
hotel or lodging	yes	no
retail purchases	yes	no
other entertainment	yes	no
gambling	yes	no

4c. When you visit Newport Grand, do you **PRIMARILY** play slots, table games, or do you not gamble?

[Please check only one]

- slots
- table games
- do not gamble

5. During the last 12 months, how many times did you visit Lincoln Park in Lincoln, Rhode Island?

[If 0 times go to question 6]

[If Yes] On a scale of 1 to 5 with 1 being Not Important and 5 being Very Important, how important were the following items in your decision to visit Lincoln Park in the last 12 months?

	Not Important			Very Important	
	1	2	3	4	5
location close to home					
general atmosphere of the facility					
physical attractiveness of the facility					
video lottery terminals					
live dog racing					
simulcast racing					
bars & restaurants					
music & dance venues					

5a. On your last visit to Lincoln Park, did you spend money on any of the following items?

food	yes	no
hotel or lodging	yes	no
retail purchases	yes	no
other entertainment	yes	no
gambling	yes	no

6. During the last 12 months, how many times did you visit Newport Grand in Newport, Rhode Island? ____

[If 0 times go to question 7 below]

6a. [If Yes] On a scale of 1 to 5 with 1 being Not Important and 5 being Very Important, how important were the following items in your decision to visit Newport Grand in the last 12 months?

	Not Important			Very Important	
	1	2	3	4	5
location close to home					
general atmosphere of the facility					
physical attractiveness of the facility					
video lottery terminals					
simulcast racing					
bars & restaurants					
music & dance venues					

6b. On your last visit to Newport Grand, did you spend money on any of the following items?

- | | | |
|---------------------|-----|----|
| food | yes | no |
| hotel or lodging | yes | no |
| retail purchases | yes | no |
| other entertainment | yes | no |
| gambling | yes | no |

7. During the last 12 months, have you visited Hollywood Slots in Bangor, Maine?

- yes
- no

8. During the last 12 months, have you visit a casino in Atlantic City, New Jersey? If yes, how many times? ____

9. During the last 12 months, have you visit a casino in Las Vegas, NV? If yes, how many times? ____

10. During the last 12 months, have you visit a casino in any other place in the United States or abroad? If so, where and how many times? [Please write below].

Question 11 through 15 are for Massachusetts residents only.

11. In your opinion, should the state legislature authorize a resort casino in Massachusetts?

- yes
- no
- don't know

12. Let's say that the state legislature authorized a resort casino for Massachusetts. On a scale of 1 to 5, with 1 being a poor location and 5 being a great location, how would you rate the following locations for a casino:

	Poor Location				Great Location
	1	2	3	4	5
New Bedford/Fall River area					
Cape Cod					
Plymouth area					
Boston					
Western Massachusetts					

13. On a scale of 1 to 5, with 1 being strongly disagree and 5 being strongly agree, how strongly do you agree that a resort casino in Massachusetts would:

	Strongly Disagree				Strongly Agree	
	1	2	3	4	5	DK
create new jobs for Massachusetts residents						
increase gambling addiction in the state						
generate tax revenues for the state						
increase crime in the state						
recapture gambling revenues being lost to states like Connecticut and Rhode Island						
hurt small local restaurants, retail shops, and motels						
stimulate local economic development						
increase tourism in the state						
Degrade the quality of life in the host community						
increase political corruption in the state						

14. **Do you think that the Massachusetts state legislature should authorize slot machines at the state's four racetracks?**

- yes
- no
- don't know

15. **On a scale of 1 to 5, with 1 being strongly disagree and 5 being strongly agree, how strongly do you agree that authorizing slot machines at the state's four racetracks would:**

	Strongly Disagree				Strongly Agree	
	1	2	3	4	5	DK
create new jobs for Massachusetts residents						
increase gambling addiction in the state						
generate tax revenues for the state						
increase crime in the state						
recapture gambling revenues being lost to states like Connecticut and Rhode Island						
hurt small local restaurants, retail shops, and motels						
stimulate local economic development						
increase tourism in the state						
Degrade the quality of life in the host community						
increase political corruption in the state						

16. **[For Maine residents only]**

Overall, do you think that Hollywood Slots has been good for Bangor's economy?

- yes
- no
- don't know

17. Gambling Problem Questions:

	Yes	No
a Have you ever received any kind of help or treatment for gambling problems? This includes self-help groups and help from professionals such as doctors or counselors.		
b Have there ever been periods lasting two weeks or longer when you needed to gamble with increasing amounts of money or with larger bets than before in order to get the same feeling of excitement?		
c Have you ever tried to stop, cut down, or control your gambling?		
d [If yes] Have you ever tried but not succeeded in stopping, cutting down, or controlling your gambling?		
e Have you ever gambled as a way to escape from personal problems?		
f Has there ever been a period when, if you lost money gambling one day, you would return another day to get even?		
g Have you ever lied to family members, friends, or others about how much you gamble or how much money you lost on gambling?		
h Have you ever needed to ask family members or anyone else to loan you money or otherwise bail you out of a desperate money situation that was largely caused by your gambling?		
i Has your gambling ever caused serious or repeated problems in your relationships with any of your family members or friends?		
j Has your gambling ever caused you to lose a job, have trouble with your job, or miss out on an important job or career opportunity?		

OK, we are just about finished. I would like to ask you a few questions about yourself.

18. Do you mind telling me your age? _____

19. Sex

- male
- female

20. What is the last grade of school that you completed? [Read Choices]

- less than high school
- high school diploma
- some college
- Associate's
- Bachelor's
- Graduate or higher

21. Can you please tell me what your family income for the past year is? [Read Choices]

- Less than \$25,000
- \$25,000 to \$45,000
- \$45,000 to \$75,000
- \$75,000 to 150,000
- \$150,00 or more
- don't know/refused

APPENDIX C

New England Gaming Behavior Survey: Profile of New England Survey Sample

A total of 2,806 telephone interviews of New England residents were conducted between September 29, 2006 and November 2, 2006. The survey instrument was developed by the Center for Policy Analysis. The following tables profile the demographics of all survey respondents, including age, income, education, age and state.

A. Sex

Sex	
	<u>Percent</u>
Male	46.8%
Female	53.2%

B. Income

Income	
	<u>Percent</u>
Less than \$25,000	18.3%
\$25,000 to \$45,000	19.6%
\$45,000 to \$75,000	27.3%
\$75,000 to \$150,000	28.0%
More than \$150,000	6.9%

C. Education

Education	
	<u>Percent</u>
Less than High School	4.8%
High School Only	29.2%
Some College/ Associate	30.0%
Bachelor's and Higher	36.0%

D. Age

Age	
	<u>Percent</u>
18 to 29	20.4%
30 to 39	20.6%
40 to 49	20.7%
50 to 59	15.0%
60 to 69	9.7%
70 and older	13.7%