

# PLAYING THE ODDS I: WHY MASSACHUSETTS RESIDENTS WANT RESORT CASINOS

NEW ENGLAND GAMING RESEARCH PROJECT  
3<sup>rd</sup> Biennial New England Gaming Behavior Survey



Prepared

By



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

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## UNIVERSITY OF MASSACHUSETTS DARTMOUTH CENTER FOR POLICY ANALYSIS

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## INTRODUCTION

The New England Gaming Research Project was launched by the Center for Policy Analysis at the University of Massachusetts Dartmouth with the February 2004 release of its first annual *New England Casino Gaming Update*. The project's purpose is to provide policymakers, the general public, and the media with independent and objective research on the economic and fiscal impacts of gaming in the New England region, including information on the gaming behavior of New England residents. *Playing the Odds I* is the first public release of findings from the Project's 3<sup>rd</sup> *New England Gaming Behavior Survey*.

*Playing the Odds I* focuses on public opinion towards gaming in Massachusetts, where casino gaming has become a perennial policy debate in the state legislature. The Massachusetts House of Representatives rejected Governor Deval Patrick's proposal to license three resort casinos in the Bay state on March 20, 2008, despite the fact that Massachusetts residents now regularly gamble at the casinos in Connecticut and the slot parlors in Rhode Island.<sup>1</sup> However, in the current legislative session, several bills have been filed in the Massachusetts House of Representatives and the Massachusetts Senate that would authorize two or more resort casinos in the commonwealth or that would authorize slot machines at the state's racetracks.

The Center for Policy Analysis conducted a random sample telephone survey of 1,256 Massachusetts residents between December 20, 2008 and March 13, 2009 using a survey instrument developed by the Center for Policy Analysis. The survey has a margin of error of 2.8% at a 95% confidence interval. The New England Gaming Research Project is funded entirely by the University of Massachusetts Dartmouth, including the research expenses and salaries of all individuals who collaborate in the project's work.

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<sup>1</sup> See Clyde W. Barrow, *New England Casino Gaming Update, 2009* (North Dartmouth, MA: Center for Policy Analysis, 2009) at [www.umassd.edu/cfpa](http://www.umassd.edu/cfpa)

**Do Massachusetts Voters Support the Authorization  
of Two or More Resort Casino in the Bay State?**

**1.00 Do Bay State residents favor or oppose the authorization of two or more resort casinos and how does the support and opposition break out by region, age, income, sex, education, party identification, ideological orientation, and family status?**

A random sample of 1,256 Massachusetts residents was asked the following question: “In your opinion, should the state legislature authorize two or more resort casinos in Massachusetts? yes – no – don’t know.” (Margin of error = +/- 2.8%).

**1.10 Support for Authorization of Two or More Resorts Casinos Statewide and by Region**

- Massachusetts residents favor the authorization of two or more resort casinos in the Bay State by a large margin: 57.4% (yes), 31.4% (no), and 11.1% (don’t know/undecided) (see Table 1).
- Residents in every region of the state favor the authorization of two or more resort casinos, with the exception of the Cape & Islands (see Table 1).

**Table 1**

Should the State Legislature Authorize Two or More Resort Casinos in Massachusetts?			
	Yes	No	Don't Know
All Respondents	57.4%	31.4%	11.1%
<b><u>Region:</u></b>			
Cape & Islands	38.2%	45.6%	16.2%
Greater Boston	56.5%	31.7%	11.8%
Northeastern Mass.	59.6%	32.6%	7.8%
Southeastern Mass.	61.4%	28.2%	10.4%
Western Mass.	58.0%	30.3%	11.7%
Central Mass.	60.3%	27.6%	12.2%

**Regions are defined as follows:**

Cape & Islands: Barnstable County, Dukes County, Nantucket County

Greater Boston: Middlesex County, Suffolk County, Norfolk County

Northeastern Massachusetts: Essex County

Southeastern Massachusetts: Bristol County, Plymouth County

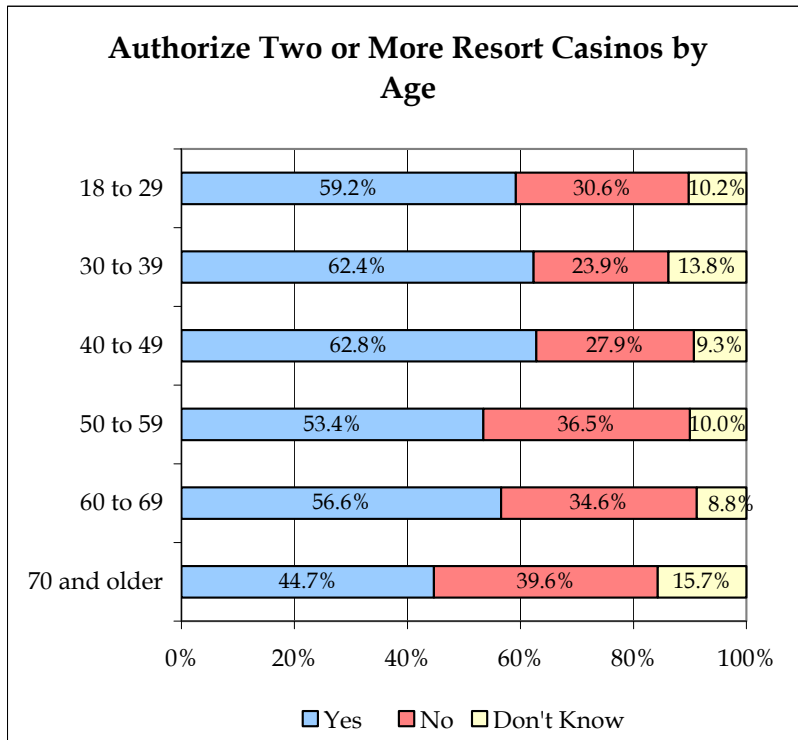
Western Massachusetts: Berkshire County, Franklin County, Hampshire County, Hampden County

Central Massachusetts: Worcester County

## 1.20 Support for the Authorization of Two or More Resort Casinos By Age Cohorts

- A majority of residents in every age cohort favors the authorization of two or more resort casinos, with the exception of those who are 70 years of age and older. The strongest support for resort casinos is in the 30-39 (63% yes/24% no/14% undecided) and the 40-49 (63% yes/28% no/9% undecided) age cohorts, while the weakest support for authorizing two or more resort casinos is among the 70 and older age cohort (45% yes/40% no/16% undecided) (see Figure 1).

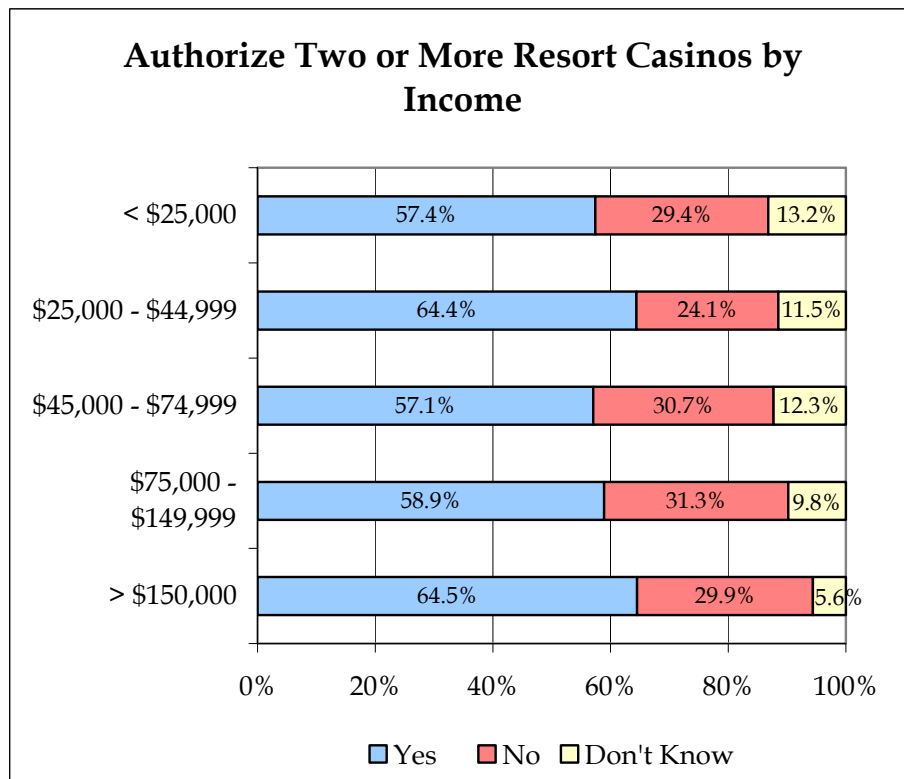
Figure 1



### 1.30 Support for the Authorization of Two or More Resort Casinos By Family Income

- Residents in all income strata favor the authorization of two or more resort casinos. Nearly two-thirds of the state's residents earning between \$25,000 and \$44,999 per year (64%) and \$150,000 and over (65%) favor a casino, while a majority of residents earning less than \$25,000 (57%), residents earning between \$45,000-\$74,999 (57%), and residents earning between \$75,000-\$149,999 (59%) per year also favor the authorization of two or more resort casinos (see Figure 2).

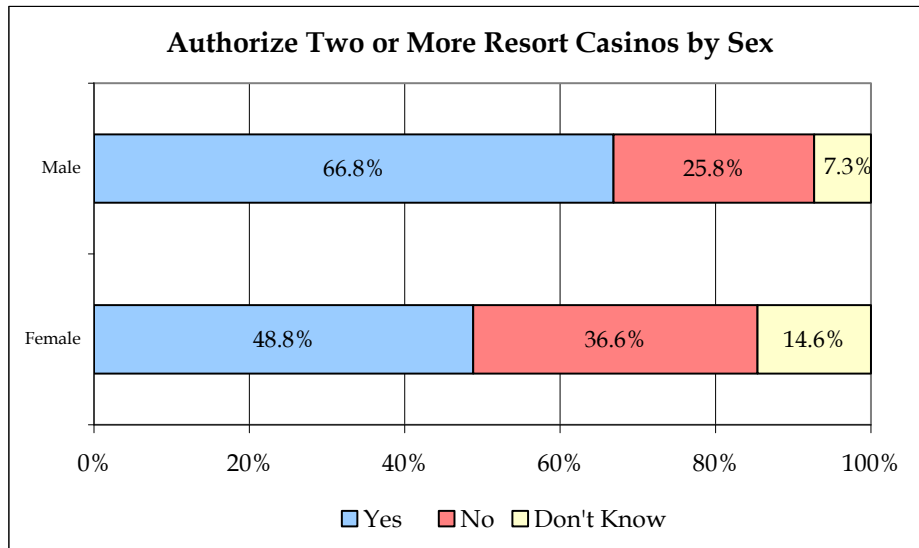
Figure 2



### 1.40 Support for the Authorization of Two or More Resort Casinos by Sex

- A majority of males (67%) favor the authorization of two or more resort casinos, while a plurality of females (49%) support the authorization of two or more resort casinos (see Figure 3).

Figure 3

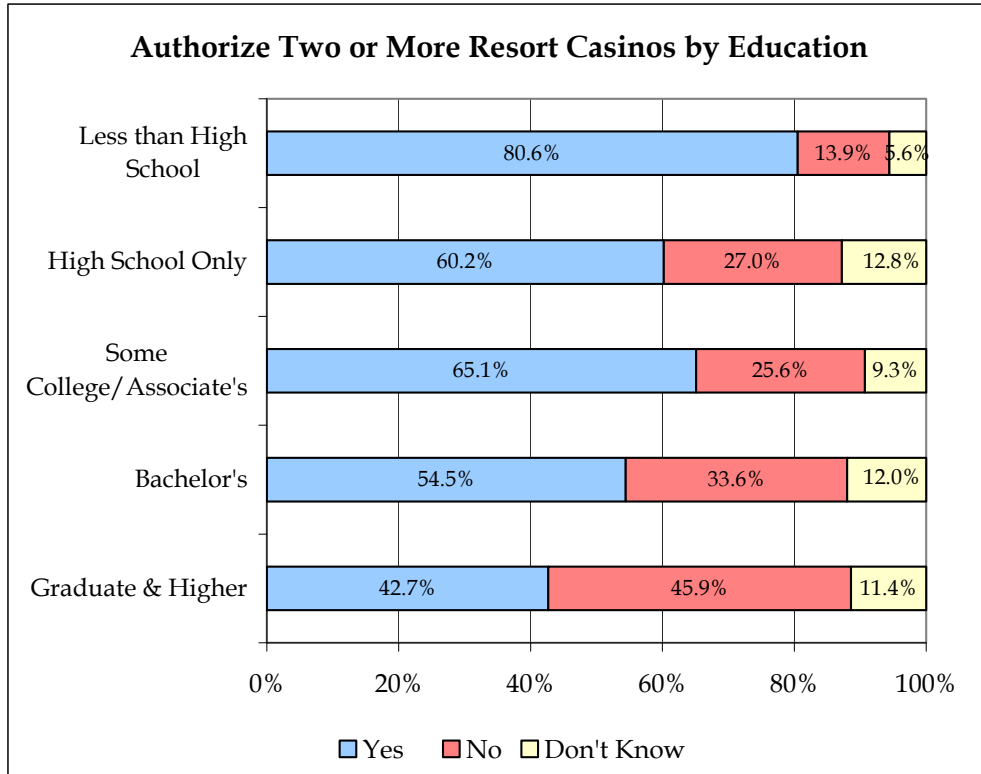




### 1.50 Support for the Authorization of Two or More Resort Casinos by Educational Attainment

- A majority of residents at every level of educational attainment favors the authorization of two or more resort casinos with the exception of residents with a graduate degree or higher (43% yes/46% no/11% undecided). Support for a casino is strongest among those with less than a high school education (81% yes/14% no/6% undecided) (see Figure 4).

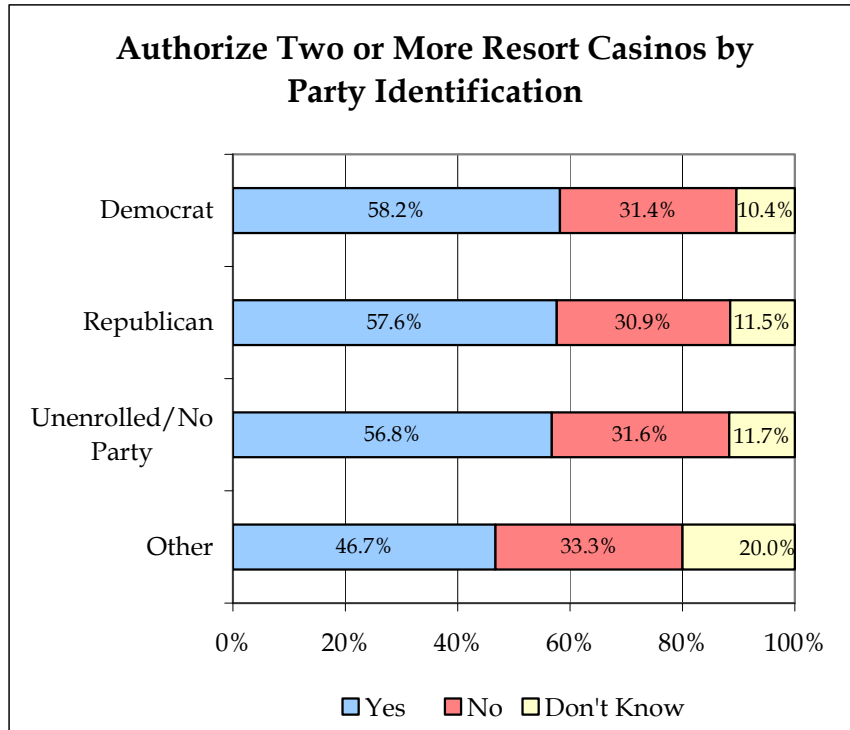
Figure 4



### 1.60 Support for the Authorization of Two or More Resort Casinos by Party Identification

- A majority of Democrats, Republicans, and Unenrolled residents favor the authorization of two or more resort casinos, while a plurality of residents who are enrolled in an “Other” party, or who claim no political party support resort casinos (47%) (see Figure 5).

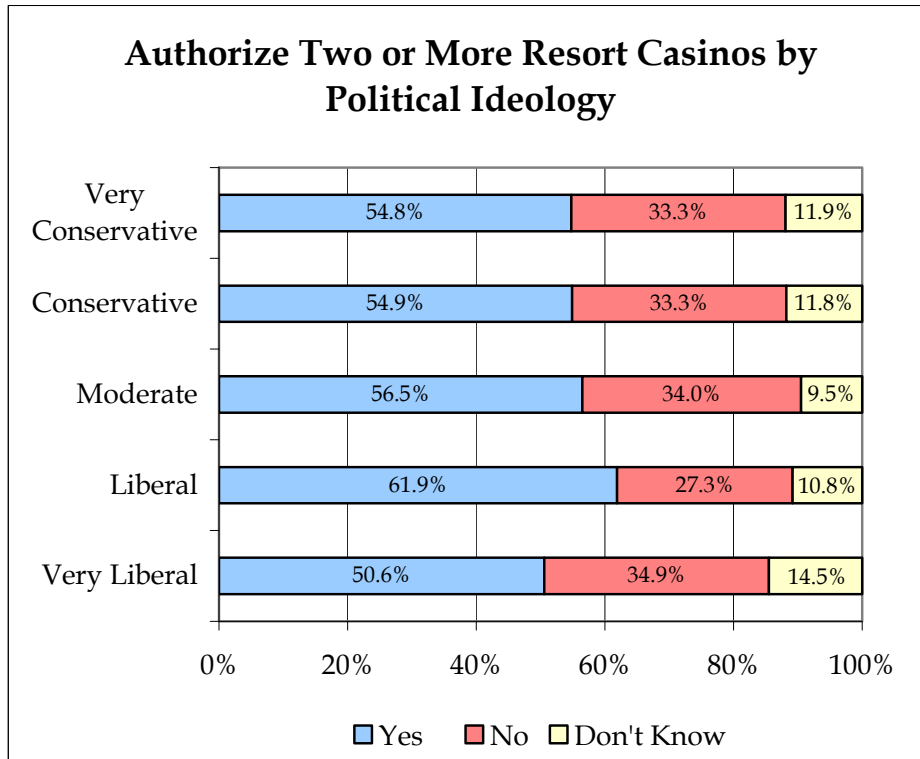
Figure 5



### 1.70 Support for the Authorization of Two or More Resort Casinos by Political Ideology

- A majority of residents in each ideology category favor the authorization of two or more resort casinos (see Figure 6).
- Liberals (62%) and moderates (57%) are the most supportive of expanded gaming in Massachusetts, but those who are very conservative (55%), conservative (55%), and very liberal (51%) also support the authorization of two or more resort casinos in Massachusetts.

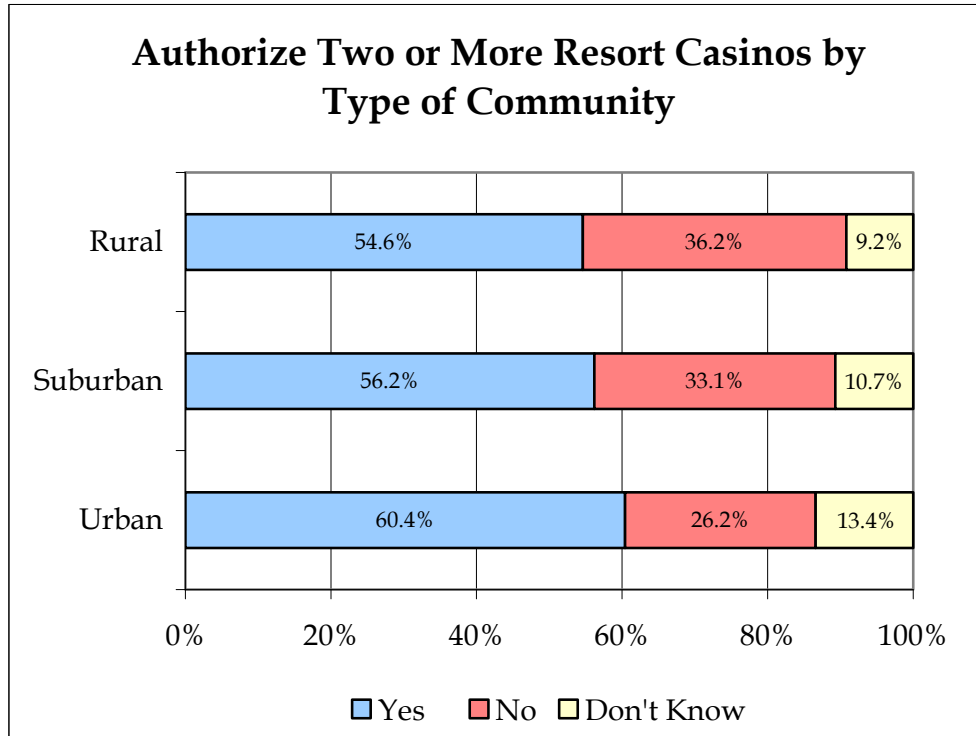
Figure 6



### 1.80 Support for the Authorization of Two or More Resort Casinos by Type of Community

- A majority of residents in rural (55%), suburban (56%), and urban (60%) communities favor the authorization of two or more resort casinos in Massachusetts (see Figure 7).<sup>2</sup>

Figure 7

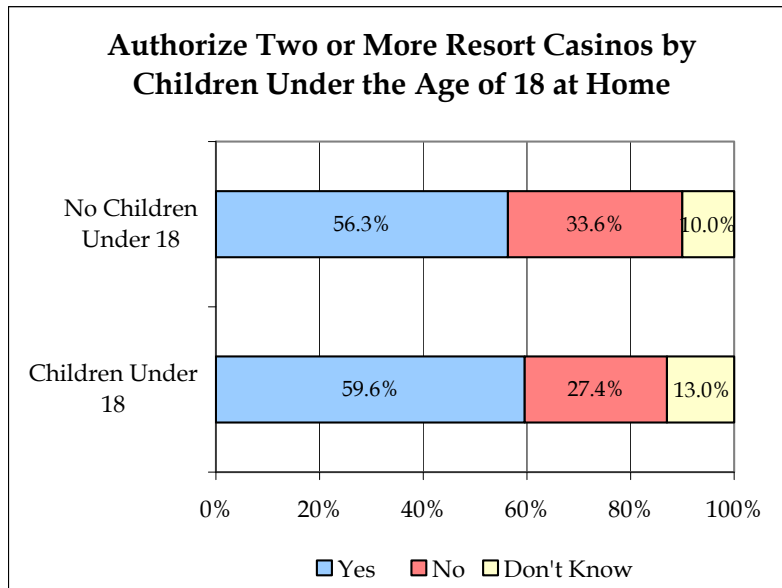


<sup>2</sup> The type of community is based on the "kind of community" designations assigned to the state's towns and cities by the Massachusetts Department of Revenue (MDOR). For purposes of the survey, urban communities are those defined as an "urbanized center" by the MDOR. There are 45 towns and cities in Massachusetts with the urban designation and these towns/cities account for 21 percent of the state's population. Suburban towns are those defined as an "economically developed suburb," "growth community," or "residential suburbs" by the MDOR. There are 157 towns and cities in Massachusetts with a suburban designation and these communities account for 40.5 percent of the state's population. Rural/Resort communities are those defined by the MDOR as a "rural economic center," "small rural community," or as "resort, retirement, artistic." There are 149 communities in Massachusetts with a rural designation and these communities account for 38.5 percent of the state's population.

### 1.90 Support for the Authorization of Two or More Resort Casinos by Presence of Children in the Household

- There has been some concern expressed that resort casinos would increase opportunities for underage gambling or expose the state's youth to a casino culture. However, most parents in Massachusetts do not appear to share this concern. A slightly higher percentage (60%) of adults living in households with children under 18 support the authorization of two or more resort casinos as compared to adults living in households without children under 18 (56%) (see Figure 8).

Figure 8

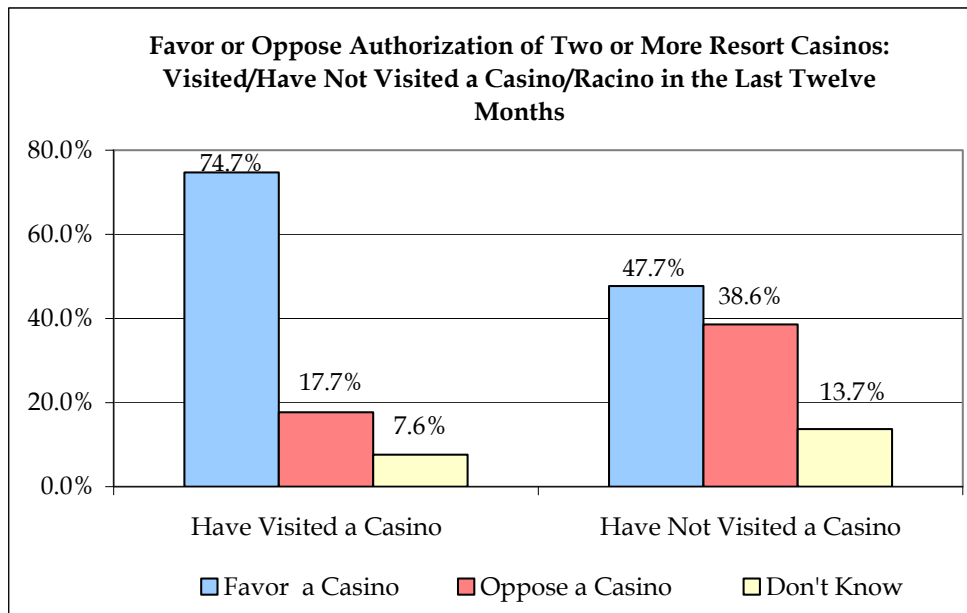


### 1.91 Support for the Authorization of Two or More Resort Casinos among Persons Who Have Visited a Casino or Racino

A random sample of 1,256 Massachusetts residents was asked the following series of questions: “During the last 12 months, how many times did you visit Foxwoods Resort Casino in Connecticut...Mohegan Sun Casino in Connecticut...Twin River in Lincoln, Rhode Island...Newport Grand in Newport, Rhode Island?” The same residents were also asked “During the last 12 months, have you visited Hollywood Slots in Bangor, Maine...a casino in Atlantic City, New Jersey...a casino in Las Vegas, Nevada...a casino in any other place in the United States or abroad?” (Margin of error = +/- 2.8%).

- 37% of Massachusetts residents state that they have visited a casino or racino at least once in an out-of-state or foreign jurisdiction during the last 12 months.
- Support for two or more resort casinos is significantly higher (75%) among those who have visited a casino or racino in the last year. However, nearly half (48%) of those who have not visited a casino or racino in the last 12 months also favor the authorization of two or more resort casinos in Massachusetts (see Figure 9).

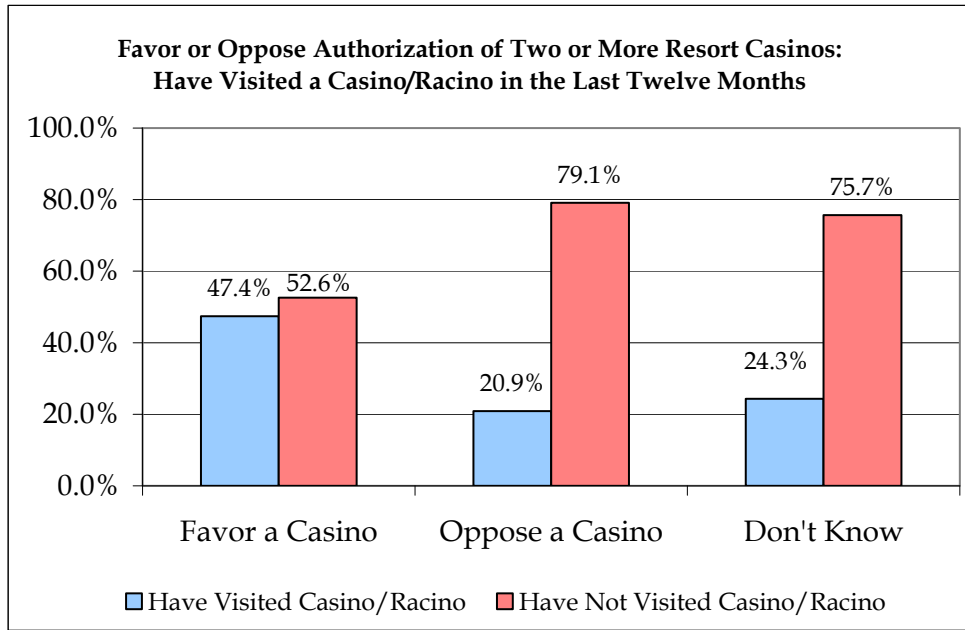
**Figure 9**



- Notably, 53% of those who favor the authorization of a resort casino in Massachusetts have not visited a casino or racino in the last 12 months, so their support for resort casinos does not appear linked to their participation in gambling. In other words, a majority of those who favor the authorization of a resort casino in Massachusetts are NOT regular casino/racino visitors, but residents who are persuaded that the economic and fiscal benefits of a casino outweigh the potential social impacts (see Figure 10 and Section 2 below).

- Of those who oppose the authorization of two or more resort casinos, 79% have not visited a casino or racino in the last 12 months. Similarly, about 76% of the state's residents who are undecided about resort casinos have not visited a casino or racino in the last 12 months (see Figure 10).

**Figure 10**



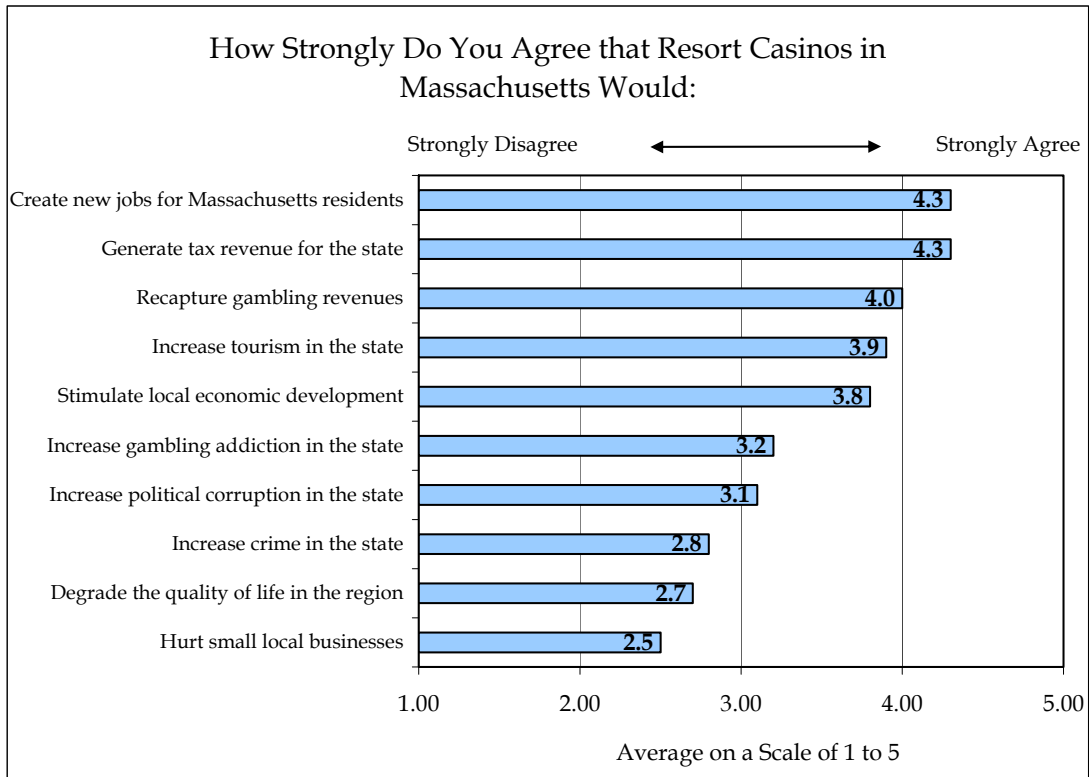
## 2.00 How do Bay State residents assess the comparative costs and benefits of a resort casino?

The Center for Policy Analysis asked 1,256 Massachusetts residents 10 randomly ordered questions about the potential economic and fiscal benefits of resort casinos (5 questions) and the potential negative economic and social impacts of resort casinos (5 questions). Residents were asked: “On a scale of 1 to 5, with 1 being ‘strongly disagree’ and 5 being ‘strongly agree,’ how strongly do you agree or disagree that a resort casino in Massachusetts would...” The respondents’ answers were averaged to produce a single rating from 1.0 (strongly disagree) to 5.0 (strongly agree) for each potential benefit and cost. (Margin of error = +/- 2.8%).

### 2.10 Residents’ Assessment of the Benefits and Costs of Resort Casinos Statewide

- In the statewide sample, Massachusetts residents agree that the five potential “benefits” identified for a casino outweigh the five potential economic and social costs identified for resort casinos, with most residents “agreeing” or “strongly agreeing” that resort casinos will create new jobs for Massachusetts residents (4.3 average), generate tax revenues for the state (4.3 average), recapture gambling revenues being lost to other states (4.0 average), increase tourism in the state (3.9 average), and stimulate local economic development (3.8 average) (see Figure 11).

Figure 11



- Residents are most skeptical, and tend to “disagree” or “strongly disagree,” with claims that resort casinos will hurt small local restaurants, retail shops, and hotels and motels (2.5 average), degrade the quality of life in the host community (2.7 average), or increase crime in the state (2.8 average). However, residents express some concern that resort casinos have the potential to increase gambling addiction (3.2 average) and political corruption (3.1 average) in the state (see Figure 11).
- The intensity of Massachusetts residents’ answers to the benefits/costs questions sheds additional light on how residents perceive the benefits and costs of resort casinos. Seventy-nine percent (79%) of all residents strongly agree that a casino will generate tax revenues for the state. Seventy-nine percent (79%) of residents also strongly agree that a casino will create new jobs for Massachusetts residents, and 72% of all residents strongly agree that a casino will recapture gambling revenues being lost to other states, such as Connecticut and Rhode Island (see Table 2).
- Similarly, 68% of all residents strongly agree that a casino will increase tourism in the state and more than 67% of all residents believe that a casino will stimulate local economic development (see Table 2).
- Conversely, just 25% of residents strongly agree that a casino will hurt local restaurants, retail shops and motels. Only 31% strongly agree that a casino will degrade the quality of life in the host community and just 32% strongly agree that a casino will increase crime in the state (see Table 2).
- Among the social impacts identified with resort casinos, approximately 40% strongly agree that resort casinos will increase political corruption in the state, while 45% strongly agree that resort casinos will increase gambling addiction (see Table 2).
- Notably, the percentage of Massachusetts residents who strongly agree that resort casinos will generate economic and fiscal benefits for the state has increased since 2006, when the Center for Policy Analysis asked the same questions in its 2<sup>nd</sup> *New England Gaming Behavior Survey*.<sup>3</sup>
- Conversely, the percentage of Massachusetts residents who strongly agree that resort casinos will generate economic and social costs has declined since 2006, when the Center for Policy Analysis asked these same questions in its 2<sup>nd</sup> *New England Gaming Behavior Survey*.

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<sup>3</sup> See, Center for Policy Analysis, *Taking the Gamble I: Do Massachusetts Residents Want a Resort Casino?* (North Dartmouth, MA, 2007) at [http://www.umassd.edu/cfpa/docs/taking\\_the\\_gamble\\_casinos.pdf](http://www.umassd.edu/cfpa/docs/taking_the_gamble_casinos.pdf)

**Table 2**  
**How Do Massachusetts Residents View the Costs and Benefits of a Casino?**

	Strongly Disagree		←→	Strongly Agree	
	1	2	3	4	5
Create new jobs for Massachusetts residents	5.0%	4.6%	11.3%	16.6%	62.5%
Generate tax revenue for the state	5.2%	3.8%	11.6%	19.8%	59.5%
Recapture gambling revenues	6.9%	6.2%	15.3%	20.5%	51.1%
Increase tourism in the state	8.4%	8.5%	14.6%	21.0%	47.4%
Stimulate local economic development	9.5%	6.4%	17.1%	25.0%	42.1%
Increase gambling addiction in the state	22.4%	13.2%	19.3%	13.2%	31.8%
Increase political corruption in the state	21.0%	14.4%	24.5%	14.2%	25.9%
Degrade the quality of life in the region	32.6%	17.9%	18.7%	10.3%	20.5%
Increase crime in the state	25.9%	21.1%	21.0%	13.5%	18.5%
Hurt small local businesses	34.1%	20.2%	21.1%	9.2%	15.6%

**2.20 Residents’ Assessment of Benefits and Costs of a Casino Among Residents Who Favor/Oppose a Casino**

- Massachusetts residents who favor the authorization of two or more resort casinos in the state rate the five potential economic and fiscal benefits of a resort casino higher than residents who oppose resort casinos, while residents who favor resort casinos also rate the potential economic and social costs as a much lower concern than residents who oppose resort casinos (see Table 3).
- While residents who oppose two or more resort casinos agree that resort casinos will create jobs, generate tax revenues, recapture gambling revenues being lost to other states, and increase tourism, they also “agree” or “strongly agree” that four of the five economic and social costs will outweigh the potential economic and fiscal benefits of resort casinos. These residents are most concerned about the potential for political corruption and gambling addiction (see Table 3).
- Residents who are “undecided” about resort casinos generally agree that the potential economic and fiscal benefits of resort casinos outweigh the potential economic and social costs. Nevertheless, undecided residents are slightly more concerned about the social impacts of resort casinos than those who favor resort casinos and slightly less convinced of the magnitude of their economic and fiscal benefits (see Table 3).

**Table 3**

How Do Massachusetts Residents View the Costs and Benefits of a Casino?				
Average Scores On a Scale of 1 to 5, with 5 Meaning Most Strongly Agree				
	All Respondents	Favor Casino	Oppose Casino	Don't Know
Casino will create new jobs for Massachusetts residents	4.3	4.7	3.5	4.2
Casino will generate tax revenues for the state	4.3	4.7	3.5	4.3
Casino will recapture gambling revenues being lost to other states	4.0	4.5	3.3	3.8
Casino will increase tourism in the state	3.9	4.4	3.0	3.6
Casino will stimulate local economic development	3.8	4.4	2.8	3.7
Casino will increase gambling addiction in the state	3.2	2.6	4.2	3.6
Casino will increase political corruption in the state	3.1	2.6	4.0	3.1
Casino will increase crime in the state	2.8	2.2	3.7	3.3
Casino will degrade the quality of life in the region	2.7	2.0	3.9	3.0
Casino will hurt small local restaurants, retail shops, and motels	2.5	2.1	3.3	2.5

### 2.30 Residents' Assessment of Benefits and Costs of Resort Casinos by Region

- Residents in every region of the state agree or strongly agree that the economic and fiscal benefits of resort casinos outweigh the potential economic and social costs of resort casinos. However, residents do agree that resort casinos will have some social costs and again cite the potential for increased political corruption and gambling addiction as their greatest concerns (see Table 4).<sup>4</sup>

**Table 4**

How Do Massachusetts Residents View the Costs and Benefits of a Casino? By Region							
Average Scores On a Scale of 1 to 5, with 5 Meaning Most Strongly Agree							
	All Respondent s	Cape & Islands	Greater Boston	Northeaster n Mass.	Southeaster n Mass.	Western Mass.	Worcester County
Casino will generate tax revenues for the state	4.3	4.2	4.2	4.3	4.2	4.3	4.4
Casino will create new jobs for Massachusetts residents	4.3	4.1	4.3	4.3	4.3	4.2	4.4
Casino will recapture gambling revenues being lost to other states	4.0	3.9	4.1	4.2	3.8	4.0	4.1
Casino will increase tourism in the state	3.9	3.6	3.8	3.9	4.0	4.0	4.0
Casino will stimulate local economic development	3.8	3.6	3.8	3.9	3.9	3.8	4.0
Casino will increase gambling addiction in the state	3.2	3.9	3.2	3.2	3.1	3.0	3.2
Casino will increase political corruption in the state	3.1	3.6	3.2	3.1	2.9	2.9	3.1
Casino will increase crime in the state	2.8	3.1	2.7	3.0	2.9	2.7	2.7
Casino will degrade the quality of life in the host community	2.7	3.2	2.7	2.7	2.7	2.5	2.6
Casino will hurt small local restaurants, retail shops, and motels	2.5	2.5	2.5	2.5	2.6	2.6	2.5

<sup>4</sup> The only exception to this statement is on the Cape & Islands, where residents believe that gambling addiction and political corruption will outweigh the benefits of “local economic development.”

**2.40 Residents' Assessment of Benefits and Costs of Resort Casinos by Educational Attainment**

- Residents at every level of educational attainment agree or strongly agree that the economic and fiscal benefits of resort casinos outweigh the potential economic and social costs. The lower one's level of educational attainment, the more one is likely to strongly agree with statements about the potential economic and fiscal benefits of resort casinos, which suggests that the strong support for resort casinos among this group is linked more to perceived job opportunities than the desire to gamble. Nevertheless, even those with a bachelor's degree or higher rate four of the five economic and fiscal benefits higher than the potential economic and social costs (see Table 5).

**Table 5**

How Do Massachusetts Residents View the Costs and Benefits of a Casino? By Education					
	All Respondent s	Less Than High School	High School Only	Some College or Associate's	Bachelor's & Higher
Casino will generate tax revenues for the state	4.3	4.5	4.4	4.4	4.1
Casino will create new jobs for Massachusetts residents	4.3	4.3	4.5	4.4	4.1
Casino will recapture gambling revenues being lost to other states	4.0	4.3	4.2	4.0	4.0
Casino will increase tourism in the state	3.9	4.3	4.2	4.1	3.6
Casino will stimulate local economic development	3.8	3.7	4.0	4.1	3.6
Casino will increase gambling addiction in the state	3.2	2.9	3.1	3.0	3.3
Casino will increase political corruption in the state	3.1	2.6	3.0	3.0	3.2
Casino will increase crime in the state	2.8	2.6	2.7	2.6	2.9
Casino will degrade the quality of life in the host community	2.7	2.2	2.4	2.5	3.0
Casino will hurt small local restaurants, retail shops, and motels	2.5	2.3	2.4	2.5	2.6

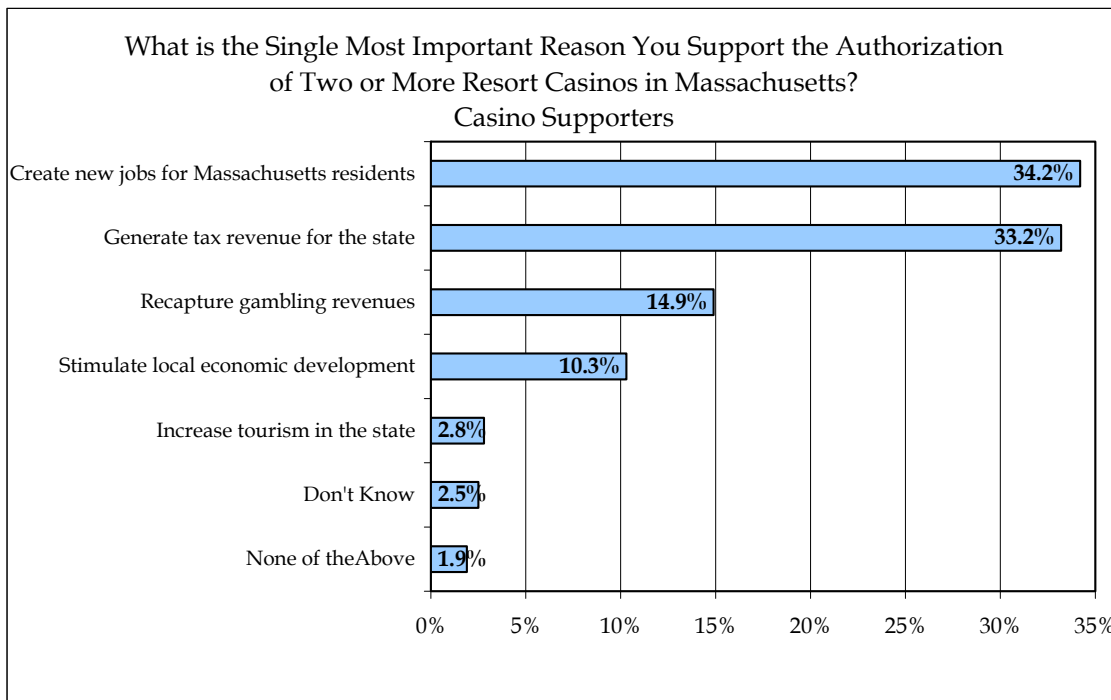
### 3.00 Single Most Important Reason Residents Support or Oppose the Authorization of Two or More Resort Casinos

#### 3.10 Casino Supporters

Casino supporters were asked “What is the single most important reason you support the authorization of two or more resort casinos in Massachusetts? Is it that a resort casino will...”

- The highest percentage of supporters indicate that the single most important reason they support the authorization of two or more resort casinos is the belief that resort casinos will create jobs for Massachusetts residents (34%), followed by the generation of tax revenue for the state (33%). Smaller percentages indicate that the single most important reason for authorizing two or more resort casinos is to recapture gambling revenues lost to other states (15%), stimulate local economic development (10%), and increase tourism in the state (3%). Nearly three percent of respondents (3%) don't know and 2% indicate none of the above (see Figure 12).

**Figure 12**

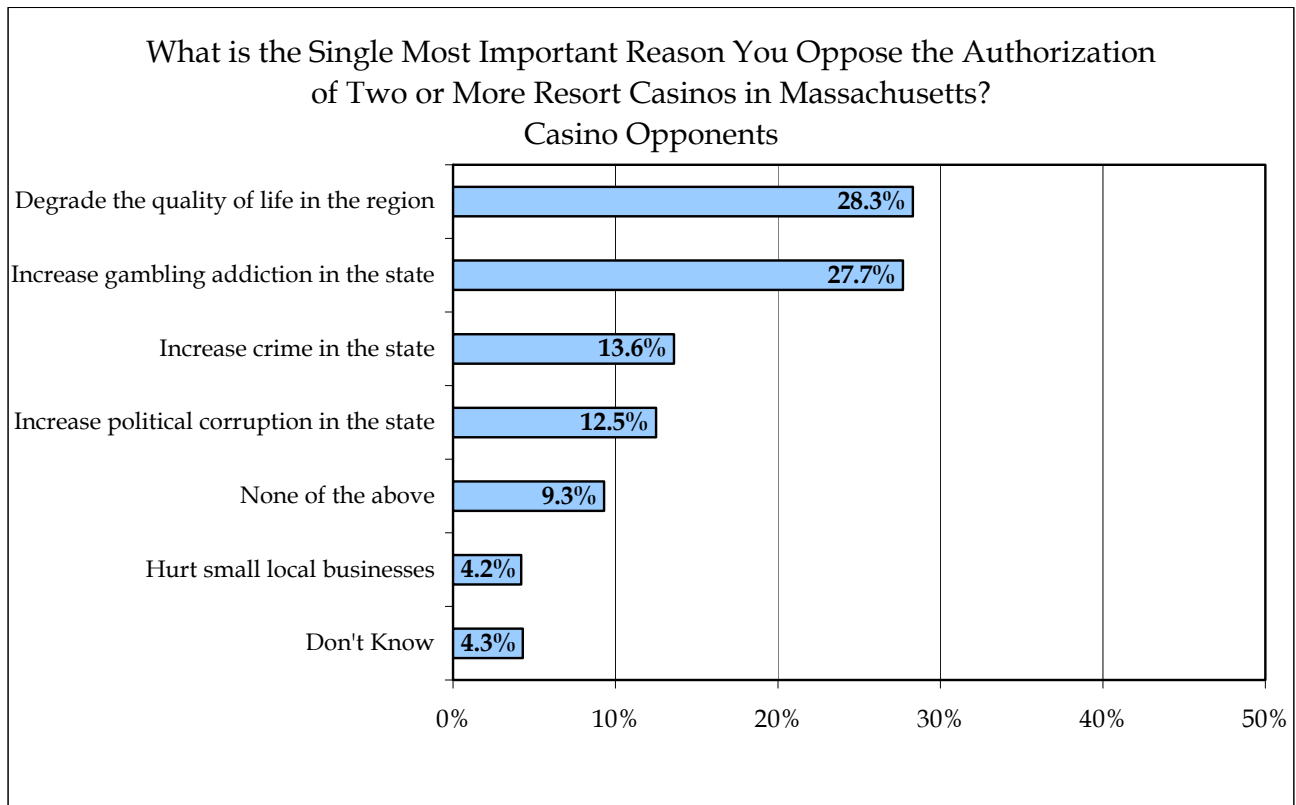


### 3.20 Casino Opponents

Casino opponents were asked “What is the single most important reason you oppose the authorization of two or more resort casinos in Massachusetts?” Is it that a resort casino will...

- The highest percentage of opponents indicate that the single most important reason they oppose the authorization of two or more resort casinos is the belief that casinos will degrade the quality of life in the region (28%) or that casinos will increase gambling addiction in the state (28%). Smaller percentage of respondents believe that the authorization of two of more resort casinos will increase crime (14%), increase political corruption (13%), none of the above (9%), hurt small local businesses (4%), or don't know (4%) (see Figure 13).

**Figure 13**



#### 4.00 How Should Gaming Tax Revenues Best Be Used by the State?

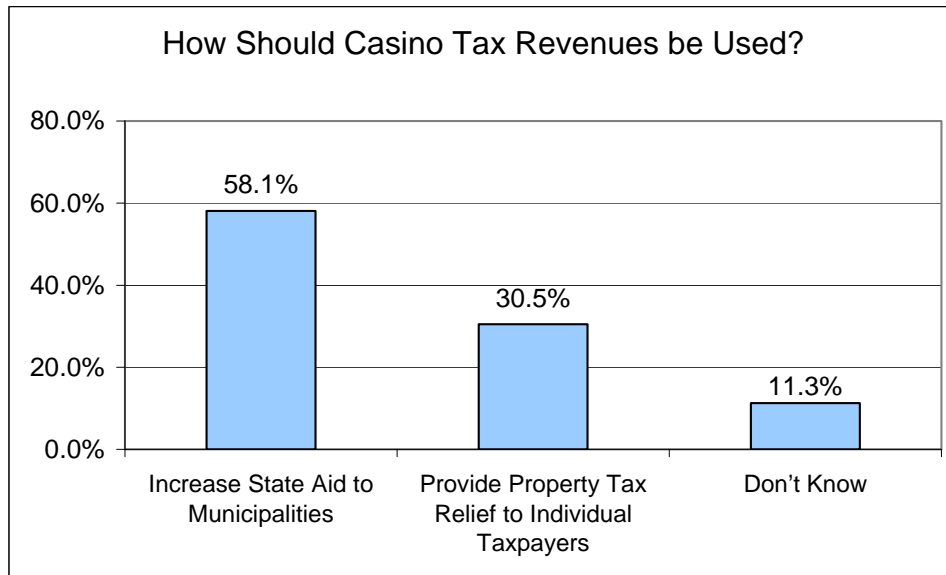
All Massachusetts respondents were asked “If two or more resort casinos were authorized for Massachusetts, one issue that is being debated is how new gaming tax revenues will be used by the state. Some argue that the revenues should be used to provide property tax relief to individual taxpayers, while others argue that the new revenues should be used to increase state aid to cities and towns. I’d like to ask you how you think the new tax revenues should best be used. Do you think that new revenues should be used to...”

- A majority of residents (58%) agree that gaming tax revenues should be used to increase aid to local municipalities, while 31% indicate that gaming tax revenues should be used to provide property tax relief to individual taxpayers and 11% don’t know (see Table 6 and Figure 14).

**Table 6**

	Frequency	Percent
Increase State Aid to Municipalities	723	58.1%
Provide Property Tax Relief to Individual Taxpayers	378	30.5%
Don’t Know	143	11.3%

**Figure 14**



## 5.00 Location Scenarios and Propensity to Gamble

Massachusetts residents were given three possible casino locations: Western Massachusetts, Southeastern Massachusetts, and Greater Boston, and asked how likely they would be to visit that casino at least once a year.

- A minimum of a third of respondents are somewhat likely or very likely to visit a casino in each of the three locations, with the highest percentage of residents very likely/somewhat likely to visit a casino in Southeastern Massachusetts (49%), while 47% are very likely/somewhat likely to visit a casino in Greater Boston, and 37% are very likely/somewhat likely to visit a casino in Western Massachusetts at least once a year (see Table 7).
- Among casino supporters, 68% are very likely/somewhat likely to visit a casino in Southeastern Massachusetts, while 63% are very likely/somewhat likely to visit a casino in Western Massachusetts and 62% are very likely/somewhat likely to visit a casino in Greater Boston (see Table 7).

**Table 7**

	Western Mass. Casino		Southeastern Mass. Casino		Greater Boston Casino	
	All Resp.	Casino Supporters	All Resp.	Casino Supporters	All Resp.	Casino Supporters
Very Likely	16.7%	31.9%	25.5%	37.4%	25.7%	37.5%
Somewhat Likely	19.8%	30.7%	23.3%	30.9%	21.1%	24.9%
Somewhat not Likely	9.5%	9.2%	9.4%	9.9%	6.8%	8.1%
Not Likely	54.1%	28.1%	41.8%	21.7%	46.4%	29.5%

As a general rule, resort casino patrons are most likely to visit the nearest comparable facility based on their preferred types of gaming and their preferences for non-gaming amenities. Critics of expanded gaming in Massachusetts have suggested that resort casinos in the Bay State would not recapture gaming revenues lost to other states, because they could not compete successfully with other states, such as Connecticut or New Jersey. However, Massachusetts respondents to the *New England Gaming Behavior Survey* indicate a propensity to gamble at their own resort casinos if they are authorized in Massachusetts.

### 5.10 Visit Western Massachusetts Casino by Region

- More than 59% of Western Massachusetts residents indicate that they would be somewhat likely or very likely to visit a resort casino in that region at least once a year as would 54% of residents from Central Massachusetts.

### 5.11 All Respondents

Location	Cape & Islands	Central	Greater Boston	Northeastern	Southeastern	Western
Very Likely	10.2%	26.1%	17.1%	16.7%	14.1%	43.4%
Somewhat Likely	20.6%	28.0%	25.0%	24.6%	21.1%	15.9%
Somewhat not Likely	11.8%	4.5%	12.1%	4.3%	11.6%	7.4%
Not Likely	57.4%	41.4%	45.8%	54.3%	53.3%	33.3%

### 5.12 Casino Supporters

Location	Cape & Islands	Central	Greater Boston	Northeastern	Southeastern	Western
Very Likely	12.0%	35.1%	25.9%	24.7%	18.7%	69.2%
Somewhat Likely	20.0%	36.2%	32.9%	34.6%	30.9%	18.7%
Somewhat not Likely	12.0%	4.3%	11.8%	7.4%	13.8%	3.7%
Not Likely	56.0%	24.5%	29.4%	33.3%	36.6%	8.4%

## 5.20 Visit Southeastern Massachusetts Casino by Region

- Nearly 66% of Southeastern Massachusetts residents indicate that they would be somewhat likely or very likely to visit a resort casino in that region at least once a year as would 49% of residents from the Cape & Islands, 51% of residents from the Greater Boston area, and 46% of residents from Central Massachusetts.

## 5.21 All Respondents

Location	Cape & Islands	Central	Greater Boston	Northeastern	Southeastern	Western
Very Likely	28.4%	20.1%	25.9%	20.3%	42.2%	14.0%
Somewhat Likely	20.9%	26.0%	24.6%	18.1%	23.5%	24.7%
Somewhat not Likely	11.9%	8.4%	9.8%	10.9%	3.9%	14.0%
Not Likely	38.8%	45.5%	39.7%	50.7%	30.4%	47.3%

## 5.22 Casino Supporters

Location	Cape & Islands	Central	Greater Boston	Northeastern	Southeastern	Western
Very Likely	34.6	30.9%	37.5%	30.9%	60.0%	22.2%
Somewhat Likely	26.9	34.0%	33.2%	25.9%	25.6%	38.0%
Somewhat not Likely	15.4	10.6%	10.8%	11.1%	1.6%	15.7%
Not Likely	23.1	24.5%	18.5%	32.1%	12.8%	24.1%

### 5.30 Visit Greater Boston Casino by Region

- Nearly 56% of Greater Boston residents indicate that they would be somewhat likely or very likely to visit a resort casino in that region at least once a year, as would 50% of residents from Northeastern Massachusetts, 49% of residents from Southeastern Massachusetts, and 42% of residents from the Cape & Islands.

### 5.31 All Respondents

Location	Cape & Islands	Central	Greater Boston	Northeastern	Southeastern	Western
Very Likely	19.4%	19.4%	33.5%	34.3%	19.2%	12.9%
Somewhat Likely	22.4%	16.8%	23.2%	15.7%	30.0%	16.1%
Somewhat not Likely	10.4%	6.5%	4.8%	4.3%	7.9%	9.7%
Not Likely	47.8%	57.4%	38.5%	45.7%	42.9%	61.3%

### 5.32 Casino Supporters

Location	Cape & Islands	Central	Greater Boston	Northeastern	Southeastern	Western
Very Likely	4.2%	30.1%	49.6%	51.2%	29.6%	16.7%
Somewhat Likely	33.3%	23.7%	25.4%	16.7%	32.8%	25.0%
Somewhat not Likely	25.0%	5.4%	3.1%	7.1%	12.0%	13.0%
Not Likely	37.5%	40.9%	21.9%	25.0%	25.6%	45.4%

## **APPENDIX A METHODOLOGY**

### **What is the New England Gaming Behavior Survey?**

The New England Gaming Behavior Survey is conducted every two years for the purpose of informing on-going debates about expanded gambling in Maine, Massachusetts, New Hampshire, and Rhode Island and to provide a region-wide base of knowledge about gaming behavior in New England. 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. The 2<sup>nd</sup> New England Gaming Behavior Survey (2006) interviewed 2,806 residents in four of the six New England states. The 2006 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.

In late 2008 and early 2009, the Center for Policy Analysis conducted its 3<sup>rd</sup> New England Gaming Behavior survey, which is a random sample telephone survey of 3,970 residents in Connecticut, Maine, Massachusetts, New Hampshire, and Rhode Island. Connecticut was added to the most recent survey, because the state may be a unique market that combines features of both destination and convenience gambling and therefore warrants a separate analysis. The overall survey is designed to measure the propensity to gamble among New England residents, to identify the demographic characteristics of casino and racino gamblers, as well as the types of games played by casino visitors, and to identify other patterns in gambling behavior among the five states' residents. The survey also measures the public's assessment of the comparative benefits and costs of proposals for resort casinos in Massachusetts (see Appendix B).

### **What Methodology Was Used to Conduct the New England Gaming Behavior Survey?**

The 3<sup>rd</sup> New England Gaming Behavior Survey was conducted from December 20, 2008 through March 13, 2009 using a survey instrument developed by research staff at the Center for Policy Analysis (see Appendix B). The survey generated a total of 3,970 respondents distributed among the five New England states included in the survey. The margin of error at a 95% confidence interval is different for the state-level sub-samples: Connecticut = +/- 3.7%, Massachusetts = +/- 2.8%, New Hampshire = +/- 4.8%, and Rhode Island = +/- 2.9%.<sup>5</sup> The following table lists the number of survey respondents for each state:

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<sup>5</sup> This means that if a question from the survey was asked 100 times, then 95 of those times the percentage of people giving a particular answer to the question would be within the margin of error reported for each state on the questions asked of that state's residents in this poll.

<b>State</b>	<b>No. Survey Respondents</b>	<b>Percent of Total Sample</b>	<b>Margin of Error</b>
Connecticut	701	17.7%	+/- 3.7%
Massachusetts	1,249	31.6%	+/- 2.8%
Maine	420	10.6%	+/- 4.8%
New Hampshire	420	10.6%	+/- 4.8%
Rhode Island	1,161	29.4%	+/- 2.9%
Total:	3,970	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 a particular geographic area (e.g., a state) to randomly generate a telephone sample for the 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.

All telephone interviewers are trained by Center for Policy Analysis staff before they conduct telephone interviews for the survey. Senior-level staff at the Center for Policy Analysis monitor 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 and Sundays. 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.

The Center for Policy Analysis uses Computer Assisted Telephone Interviewing, or CATI, to conduct telephone surveys. Specifically, the Center for Policy Analysis uses WinCATI software from Sawtooth Technologies, which is one of the most widely used CATI systems in the world. Using WinCATI, telephone interviewers conduct interviews via computers, which provides highly reliable data because the computer controls the questionnaire, skip patterns are executed exactly as intended, responses are within range, and there are no missing data.

The final responses are weighted to account for sampling bias. Sampling bias is defined as the tendency of a sample to exclude some members of the sampling universe and over-represent others. In this study, females and older respondents are over-represented. Weighting the data allocates more “weight” to groups that are under-represented (e.g. younger males), while providing less weight to groups that are over-represented (e.g. older females). In other words, weighting adjusts the sample so that it looks more like the actual population of the study population as defined by the U.S. Census Bureau (2007 American Community Survey). All data in this report have been weighted to adjust for sex and age.

### **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 participating in the research project.

### **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 \$3.5 billion industry in New England that employs more than 23,000 people at Foxwoods Resort and Mohegan Sun casinos in Connecticut, Rhode Island's video lottery terminal (VLT) parlors at Twin River and Newport Grand, and at Hollywood Slots in Bangor, Maine. The number of casino employees does not include several hundred additional employees working at the region's non-slot pari-mutuel facilities in Massachusetts, Maine, and New Hampshire; nor does it include the hundreds of public employees working in the region's state lottery agencies, which generate \$1.7 billion in annual revenues for New England's six state governments.

**Second**, casino gaming continues to be a long-term growth industry in New England. On May 18, 2008, MGM at Foxwoods opened its new \$700 million, 825-room luxury hotel, which includes a 21,000-square-foot spa, a 4,000-seat theater, and high-end retail shops. The MGM at Foxwoods opened amid fanfare and media coverage as A-list celebrities arrived to launch the region's newest casino expansion. On July 2, 2008, Hollywood Slots Hotel & Raceway held the grand opening of its new permanent upscale racino with 1,000 slot machines. The new gaming facility features a two-story, semicircular, glass tower gaming area, a seven-story 152-room hotel, a four-story parking garage, restaurants, retail space, and a new simulcast facility for off-track wagering. On September 24, 2008, Newport Grand Slots also completed a multi-million dollar transformation of its former jai alai fronton into 22,000 square-feet of non-smoking gaming space with an additional 500 VLTs, six virtual blackjack tables, two new food and beverage outlets, enhanced security operations, and back of house functions. Finally, on October 10-12, 2008, Mohegan Sun held the grand opening of its new Casino of the Wind, which added an additional 64,000 square feet of gaming and dining space to its existing facility. The new casino at Mohegan Sun added 650 new slot machines, 28 table games, and a poker room with 42 tables to its existing gaming positions. The 2008 gaming expansions generated more than \$900 million in new capital investment throughout the New England region.

**Third**, casinos, video lottery terminal parlors, and racinos have become an important source of revenue in New England's state budgets. In calendar year 2008, Foxwoods and Mohegan Sun generated nearly \$395 million in revenues for the Connecticut state treasury, while Rhode Island's VLT facilities generated approximately \$291 million – making Rhode Island's two VLT facilities the third largest source of revenue for the Ocean State.

The revenues generated by Maine's slot parlor generated \$24 million in calendar year 2008, 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 casino gaming's growing economic and fiscal impacts, gaming expansion has become a perennial policy debate in New England's state legislatures. In Massachusetts, the House of Representatives has persistently blocked expanded gaming legislation, despite support in the State Senate, including several efforts to bring casino or racino gaming to the Bay State in 1995 (1 casino), 1997 (2 casinos and 4 racinos), 1999 (3 casinos), 2003 (2 casinos and 4 racinos), and 2006 (4 racinos). On March 20, 2008, the Massachusetts House of Representatives again rejected Governor Deval Patrick's proposal to license three resort casinos in the Bay state, despite the fact that Massachusetts residents now regularly gamble at the casinos in Connecticut and the slot parlors in Rhode Island. and despite the fact that numerous polls have documented public support for expanded gaming legislation in Massachusetts.<sup>6</sup> In the current legislative session, several bills have again been filed in the Massachusetts House of Representatives and the Massachusetts Senate that would authorize two or more resort casinos in the commonwealth or that would authorize slot machines at the state's racetracks.

In Rhode Island, the state's General Assembly and the governor authorized the addition of thousands more VLT's at Twin River and Newport Grand in 2006, which resulted in the largest expansion of gaming in that state's history over the next two years. Twin River 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, in response to the potential for expanded gaming in Massachusetts, key leadership in the Rhode Island General Assembly is seeking to place a referendum on the state's November 2009 ballot that would authorize "full-fledged casinos" at Twin River and Newport Grand.

In Maine, Hollywood Slots opened in Bangor, Maine on November 4, 2005, as that state's first upscale convenience gaming facility. 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. However, Maine has continued to debate the question of expanded gaming. On November 6, 2007, Maine's voters rejected Question 1, also known as the Maine Racino Initiative of 2007, in a statewide vote by a margin of 52% voting against and 48% voting for the initiative. Question 1 would have authorized slot machines at a tribal commercial track under the supervision of the Maine Gambling Control Board in Washington County on the state's southern eastern border with Canada. It would also have authorized the issuance of a high-stakes beano license to a federally recognized Indian tribe to operate games on nontribal land in Washington County, Maine. The slots and beano machines would have operated in conjunction with a horse racing track. On November 4, 2008, Maine voters again rejected a statewide ballot measure that would have authorized a small resort casino in Oxford, Maine by a margin of 54% against and 46% in favor of the measure. In same the election, voters in Scarborough, Maine narrowly rejected a local proposal to authorize slot machines at that town's racetrack, although efforts are still underway to win local approval under the state's existing gaming legislation.

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<sup>6</sup> See Clyde W. Barrow, *New England Casino Gaming Update, 2009* (North Dartmouth, MA: Center for Policy Analysis, 2009) at [www.umassd.edu/cfpa](http://www.umassd.edu/cfpa)

Finally, in New Hampshire, the state's General Court is likely to vote on at least one bill in its 2009 session that would authorize slot machines at the state's racetracks and a parallel bill that would authorize a resort casino in southern New Hampshire.

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**

The Center for Policy Analysis is a multidisciplinary research unit of the University of Massachusetts Dartmouth. Its mission is to promote economic, social, and political development by providing research and technical assistance to client organizations. The 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

### Casino Gaming Survey 2009

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#### INTRO:

Hi, my name is \_\_\_\_\_ and I'm calling from UMass Dartmouth. How are you today? We are conducting an important survey on casino gaming in New England. The survey should take about 5 to 10 minutes to complete and your opinions are very important. Let me assure you that all your responses are completely confidential - we do not have any information about you other than your telephone number.

Q1. Do you have a few minutes to complete the survey? [hello]

- 1 YES [SKIP TO QUESTION 3]
- 2 NO [SKIP TO QUESTION 2]

Q2. Your opinions on this issue are very important and we'd like to give you an opportunity to make your opinions heard. Are you sure you do not have just a few minutes to complete the survey? [hello2]

- 1 YES [SKIP TO QUESTION 3]
- 2 NO [END INTERVIEW]

Q3. First, I'd like to ask if you are at least 18 years of age. [eight]

- 1 YES [SKIP TO QUESTION 5]
- 2 NO [SKIP TO QUESTION 4]

Q4. Is there someone 18 years of age or older that I can speak to? [eight2]

- 1 YES [SKIP TO INTRO]
- 2 NO [END INTERVIEW]

Q5. Can you please tell me your zip code? \_\_\_\_\_ [zip]

[Interviewer: If respondent refuses to provide zip code, please read "We are asking for your zip code so that we can determine if there are any differences between the opinions of respondents based on where they live. Keep in mind that all responses are strictly confidential and that we do not have any information about you other than your telephone number. Are you sure that you do not want to provide your zip code?"]

99999=Refused

Q6. Have you participated in any form of legal gambling in the last 12 months such as casinos, the lottery, a racino, or bingo? [gambling]

- 1 YES (PROCEED TO Q7)
- 2 NO (SKIP TO Q8)

Q7. Please tell me if you have participated in any of the following forms of gambling in the last 12 months. How about:  
<Randomized>

	Yes	No	Don't Know	Refused
Scratch Tickets [scratch]				
Other Lottery games such as Megabucks or Powerball [lottery]				
Keno [keno1]				
Casino gambling [casino]				
Wagered on a dog or horse race [dog]				
Bingo [bingo]				
Wagering over the Internet [internet]				

Q8. During the last 12 months, how many times did you visit Foxwoods Resort Casino in Connecticut?  
\_\_\_\_\_ [foxvisit]

[Interviewer: Please write in "0" if respondent has not visited Foxwoods].

999 = refused

Q9. When you visit Foxwoods, do you usually spend money on any of the following items? How about  
<Randomized>

	Yes	No	Don't Know	Refused
Food and beverages [foxfood]				
Hotel or lodging [foxhotel]				
Retail purchases [foxretl]				
Other entertainment such as shows, dancing, concerts [foxenter]				
Gambling [foxgambl]				

Q10. When you visit Foxwoods, do you PRIMARILY play slots, table games, play both equally, or do you not gamble? [play\_fox]

- 1 SLOTS
- 2 TABLE GAMES
- 3 PLAY BOTH EQUALLY
- 4 DO NOT GAMBLE
- 88 DON'T KNOW
- 99 REFUSED

Q11. During the last 12 months, how many times did you visit Mohegan Sun Casino in Connecticut?  
 \_\_\_\_ [mohvisit]

[Interviewer: Please write in "0" if respondent has not visited Mohegan Sun].

999 = refused

Q12. When you visit Mohegan Sun, do you usually spend money on any of the following items? How about

<Randomized>

	Yes	No	Don't Know	Refused
Food and beverages [mohfood]				
Hotel or lodging [mohhotel]				
Retail purchases [mohretl]				
Other entertainment such as shows, dancing, concerts [mohenter]				
Gambling [mohgambl]				

Q13. When you visit Mohegan Sun, do you PRIMARILY play slots, table games, play both equally, or do you not gamble? [play\_moh]

- 1 SLOTS
- 2 TABLE GAMES
- 3 PLAY BOTH EQUALLY
- 4 DO NOT GAMBLE
- 88 DON'T KNOW
- 99 REFUSED

Q14. During the last 12 months, how many times did you visit Twin River in Lincoln, Rhode Island?  
 \_\_\_\_ [trvisit]

[Interviewer: Please write in "0" if respondent has not visited Twin River].

999 = refused

Q15. When you visit Twin River, do you usually spend money on any of the following items? How about <Randomized>

	Yes	No	Don't Know	Refused
Food and beverages [trfood]				
Hotel or lodging [trhotel]				
Retail purchases [trretl]				
Other entertainment such as shows, dancing, concerts [trreter]				
Gambling [trgambl]				

Q16. During the last 12 months, how many times did you visit Newport Grand in Newport, Rhode Island? \_\_\_\_\_ [newvisit]

[Interviewer: Please write in "0" if respondent has not visited Newport Grand].

999 = refused

Q17. When you visit Newport Grand, do you usually spend money on any of the following items? How about

<Randomized>

	Yes	No	Don't Know	Refused
Food and beverages [newfood]				
Hotel or lodging [newhotel]				
Retail purchases [newretl]				
Other entertainment such as shows, dancing, concerts [newenter]				
Gambling [newgamb]				

Q18. During the last 12 months, how many times have you visited Hollywood Slots in Bangor, Maine?

[Interviewer: Please write in "0" if respondent did not visit] \_\_\_\_\_ [bangor]

Q19. During the last 12 months, how many times have you visited a casino in Atlantic City, New Jersey?

[Interviewer: Please write in "0" if respondent did not visit] \_\_\_\_\_ [ac]

Q20. During the last 12 months, how many times have you visited a casino in Las Vegas, Nevada?

[Interviewer:

[Interviewer: Please write in "0" if respondent did not visit] \_\_\_\_\_ [lv]

Q21. During the last 12 months, how many times have you visited a casino in any other place in the United States or abroad? [Interviewer: Type in zero if respondent did not visit] \_\_\_\_\_ [us]

Q21a. [If respondent visited a casino in any other place in the United States or abroad - Q21]

What place (s) did you visit a casino? \_\_\_\_\_

[Interviewer: May include more than one response][us\_other]

Q22. In which state do you live? [state]

- 1 MAINE (PROCEED TO Q23)
- 2 MASSACHUSETTS (SKIP TO Q25)
- 3 NEW HAMPSHIRE (SKIP TO Q37)
- 4 RHODE ISLAND (SKIP TO Q37)
- 5 CONNECTICUT [SKIP TO Q28]

Q23. Overall, do you think that Hollywood Slots has been good for Bangor's economy? [econ]

- 1 YES
- 2 NO
- 88 DON'T KNOW
- 99 REFUSED

Q24. Do you believe that Hollywood Slots has created an increase in crime in Bangor, Maine?  
[bang\_crme]

- 1 YES (SKIP TO Q38)
- 2 NO (SKIP TO Q38)
- 88 DON'T KNOW (SKIP TO Q38)
- 99 REFUSED (SKIP TO Q38)

Q25. In your opinion, should the state legislature authorize two or more resort casinos in  
Massachusetts? [ma\_csino]

- 1 YES
- 2 NO
- 88 DON'T KNOW
- 99 REFUSED

Q26. Now I'd like to ask your opinion about some possible outcomes of resort casinos in Massachusetts. On a scale of 1 to 5, with 1 being strongly disagree and 5 being strongly agree, how strongly do you agree or disagree that resort casinos in Massachusetts would:

<Randomized>

	Strongly Disagree					Strongly Agree	
	1	2	3	4	5	DK	RF
create new jobs for Massachusetts residents [create1]							
increase gambling addiction in the state [addict1]							
generate tax revenues for the state [tax1]							
increase crime in the state [crime1]							
recapture gambling revenues being lost to states like Connecticut and Rhode Island [recap1]							
hurt small local restaurants, retail shops, and motels [hurt1]							
stimulate local economic development [stim1]							
increase tourism in the state [tourism1]							
Degrade the quality of life in the region in which the casino is located [degrade1]							
increase political corruption in the state [corrupt1]							

Q27. There has been talk that the Massachusetts legislature might authorize slot machines at the state's racetracks. 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 racetracks would:

<Randomized>

	Strongly Disagree					Strongly Agree	
	1	2	3	4	5	DK	RF
create new jobs for Massachusetts residents [create2]							
increase gambling addiction in the state [addict2]							
generate tax revenues for the state [tax2]							
increase crime in the state [crime2]							
recapture gambling revenues being lost to states like Connecticut and Rhode Island [recap2]							
hurt small local restaurants, retail shops, and motels [hurt2]							
stimulate local economic development [stim2]							
increase tourism in the state [tourism2]							
Degrade the quality of life in the region in which the casino is located [degrade2]							
increase political corruption in the state [corrupt2]							

Q28. If a resort casino opened in Western Massachusetts, how likely would you be to visit that casino at least once a year? Would you be  
[Interviewer: Read Choices]

- 1 VERY LIKELY
- 2 SOMEWHAT LIKELY
- 3 SOMEWHAT NOT LIKELY
- 4 NOT LIKELY
- 88 DON'T KNOW
- 99 REFUSED

Q29. If a resort casino opened in Western Massachusetts, would you primarily visit there instead of Foxwoods or Mohegan Sun? [western]

- 1 YES
- 2 NO
- 88 DON'T KNOW
- 99 REFUSED

Q30. If a resort casino opened in Southeastern Massachusetts, how likely would you be to visit that casino at least once a year? Would you be  
[Interviewer: Read Choices]

- 1 VERY LIKELY
- 2 SOMEWHAT LIKELY
- 3 SOMEWHAT NOT LIKELY
- 4 NOT LIKELY
- 88 DON'T KNOW
- 99 REFUSED

Q31. If a resort casino opened in Southeastern Massachusetts, would you primarily visit there instead of Foxwoods or Mohegan Sun? (This question to be asked only of respondents who have been to Foxwoods and Mohegan). [se\_mass]

- 1 YES
- 2 NO
- 88 DON'T KNOW
- 99 REFUSED

Q32. If a resort casino opened in Greater Boston, how likely would you be to visit that casino at least once a year? Would you be

[Interviewer: Read Choices]

- 1 VERY LIKELY
- 2 SOMEWHAT LIKELY
- 3 SOMEWHAT NOT LIKELY
- 4 NOT LIKELY
- 88 DON'T KNOW
- 99 REFUSED

Q33. If a resort casino opened in Greater Boston, would you primarily visit there instead of Foxwoods or Mohegan Sun? [grt\_bos]

- 1 YES
- 2 NO
- 88 DON'T KNOW
- 99 REFUSED

Q34. If two or more resort casinos were authorized for Massachusetts, one issue that is being debated is how new gaming tax revenues will be used by the state. Some argue that the revenues should be used to provide property tax relief to individual taxpayers, while others argue that the new revenues should be used to increase state aid to cities and towns.

I'd like to ask you how you think the new tax revenues should best be used. Do you think that new revenues should be used [tax\_rev]

[Interviewer: Read Choices]

- 1 TO PROVIDE PROPERTY TAX RELIEF TO INDIVIDUAL TAXPAYERS
- 2 TO INCREASE STATE AID TO MUNICIPALITIES
- 3 OR DO YOU NOT KNOW
- 99 REFUSED

Q35. What is the single most important reason why you support the authorization of two or more resort casinos in Massachusetts? Is it that a resort casino will [support]

<Randomize>

[Interviewer: Please Read Choices]

- 1 CREATE NEW JOBS FOR MASSACHUSETTS RESIDENTS
- 2 GENERATE TAX REVENUE FOR THE STATE
- 3 RECAPTURE GAMBLING REVENUES BEING LOST TO STATES LIKE CONNECTICUT & RHODE ISLAND
- 4 STIMULATE LOCAL ECONOMIC DEVELOPMENT
- 5 INCREASE TOURISM IN THE STATE
- 6 NONE OF THE ABOVE
- 88 DON'T KNOW
- 99 REFUSED

Q36. What is the single most important reason you oppose the authorization of two or more resort casinos in Massachusetts? Is it that a resort casino will [oppose]

<Randomize>

[Interviewer: Please Read Choices]

- 1 INCREASE GAMBLING ADDICTION IN THE STATE
- 2 INCREASE CRIME IN THE STATE
- 3 HURT SMALL LOCAL RESTAURANTS, RETAIL SHOPS, AND MOTELS
- 4 DEGRADE THE QUALITY OF LIFE IN THE REGION IN WHICH THE CASINO IS LOCATED
- 5 INCREASE POLITICAL CORRUPTION IN THE STATE
- 6 NONE OF THE ABOVE
- 88 DON'T KNOW
- 99 REFUSED

Q37. Now I would like to ask you about some experiences you may have had because of gambling. Please keep in mind that your responses are strictly confidential.

Have you lost more than \$100 gambling in a single day or year?

- 1 YES (PROCEED TO QUESTION 38)
- 2 NO (SKIP TO QUESTION 48)
- 88 DON'T KNOW (SKIP TO QUESTION 48)
- 99 REFUSED (SKIP TO QUESTION 48)

- Q38. 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.
- 1 YES
  - 2 NO
  - 88 DON'T KNOW
  - 99 REFUSED
- Q39. 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?
- 1 YES
  - 2 NO
  - 88 DON'T KNOW
  - 99 REFUSED
- Q40. Have you ever tried to stop, cut down, or control your gambling?
- 1 YES (PROCEED TO Q41)
  - 2 NO (SKIP TO Q42)
  - 88 DON'T KNOW (SKIP TO Q42)
  - 99 REFUSED (SKIP TO Q42)
- Q41. Have you ever tried but not succeeded in stopping, cutting down, or controlling your gambling?
- 1 YES
  - 2 NO
  - 88 DON'T KNOW
  - 99 REFUSED
- Q42. Have you ever gambled as a way to escape from personal problems?
- 1 YES
  - 2 NO
  - 88 DON'T KNOW
  - 99 REFUSED
- Q43. Has there ever been a period when, if you lost money gambling one day, you would return another day to get even?
- 1 YES
  - 2 NO
  - 88 DON'T KNOW
  - 99 REFUSED

- Q44. Have you ever lied to family members, friends, or others about how much you gamble or how much money you lost on gambling?
- 1 YES
  - 2 NO
  - 88 DON'T KNOW
  - 99 REFUSED
- Q45. 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?
- 1 YES
  - 2 NO
  - 88 DON'T KNOW
  - 99 REFUSED
- Q46. Has your gambling ever caused serious or repeated problems in your relationships with any of your family members or friends?
- 1 YES
  - 2 NO
  - 88 DON'T KNOW
  - 99 REFUSED
- Q47. 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?
- 1 YES
  - 2 NO
  - 88 DON'T KNOW
  - 99 REFUSED
- Q48. OK, we are just about finished. I would just like to ask a few questions about yourself. This will help us to understand the types of people we are talking to.
- Do you mind telling me your age? \_\_\_\_\_ [age]
- Q49. Sex [sex]
- 1 MALE
  - 2 FEMALE

Q50. What is the last grade of school that you completed? [grade]

[Interviewer: Read Choices]

- 1 LESS THAN HIGH SCHOOL
- 2 HIGH SCHOOL DIPLOMA
- 3 SOME COLLEGE
- 4 ASSOCIATE'S
- 5 BACHELOR'S
- 6 GRADUATE OR HIGHER
- 9 REFUSED

Q51. Can you please tell me what your family income for the past year is? This information is important so that we can draw comparisons between respondents. Let me again assure you that all your responses are confidential. [income]

[Interviewer: Read Choices]

- 1 LESS THAN \$25,000
- 2 \$25,000 TO \$45,000
- 3 \$45,000 TO \$75,000
- 4 \$75,000 TO 150,000
- 5 \$150,00 OR MORE
- 8 DON'T KNOW
- 9 REFUSED

Q52. Do you have children under the age of 18? [children]

- 1 YES
- 2 NO
- 9 REFUSED

Q53. How would you describe your political orientation? Would you say you are

[Interviewer: Read Choices]

- 1 VERY LIBERAL
- 2 LIBERAL
- 3 MODERATE
- 4 CONSERVATIVE
- 5 VERY CONSERVATIVE
- 88 DON'T KNOW
- 99 REFUSED

Q54. Which political party do you identify with most strongly?

[Interviewer: Read Choices]

- 1 DEMOCRAT
- 2 REPUBLICAN
- 3 INDEPENDENT
- 4 OTHER (PLEASE INDICATE) \_\_\_\_\_
- 5 NONE
- 88 DON'T KNOW
- 99 REFUSED

THOSE ARE ALL THE QUESTIONS THAT I HAVE. THANK YOU FOR YOUR PARTICIPATION.

## APPENDIX C

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

A total of 1,256 telephone interviews of Massachusetts residents were conducted between December 20, 2008 and March 13, 2009. The survey instrument was developed by the Center for Policy Analysis. The following tables profile the demographics of survey respondents, including age, income, education, age and region of the state.

#### A. Sex

Sex	
	<u>Percent</u>
Male	47.7%
Female	52.3%

#### B. Income

Family Income	
	<u>Percent</u>
Less than \$25,000	13.1%
\$25,000 to \$45,000	16.8%
\$45,000 to \$75,000	25.2%
\$75,000 to \$150,000	34.6%
More than \$150,000	10.3%

#### C. Education

Education	
	<u>Percent</u>
Less than High School	2.9%
High School Only	24.2%
Some College/ Associate	29.9%
Bachelor's	23.3%
Master's +	19.6%

**D. Age**

Age	
	<u>Percent</u>
18 to 29	21.1%
30 to 39	17.4%
40 to 49	20.5%
50 to 59	17.4%
60 to 69	10.9%
70 and older	12.7%

**E. Region**

Massachusetts Regions	
	<u>Percent</u>
Cape & Islands	5.5%
Greater Boston	38.2%
Northeastern Mass.	11.5%
Southeastern Mass.	16.6%
Western Mass.	15.3%
Central Mass.	12.8%

**Regional definitions are as follows:**

Cape & Islands: Barnstable County, Dukes County, Nantucket County

Greater Boston: Middlesex County, Suffolk County, Norfolk County

Northeastern Massachusetts: Essex County

Southeastern Massachusetts: Bristol County, Plymouth County

Western Massachusetts: Berkshire County, Franklin County, Hampshire County, Hampden County

Central Massachusetts: Worcester County