

## Past-Year Demographic Breakdown for Sports Pools

Sports Pools are pools in which participants choose a sporting event outcome. Such activity may or may not be illegal. An example would be pools in which participants pick winners in the NCAA championship basketball tournament.

**Figure 152: Past-Year Sports Pool Demographics**

<b>Gender</b>	Male	52.0
	Female	48.0
<b>Age</b>	18 – 34	28.7
	35 – 44	25.5
	45 – 64	38.0
	65+	7.8
<b>Ethnicity</b>	Black/African American	6.3
	White/Caucasian	87.1
	Hispanic/Latino	5.0
	Other	1.6
<b>County</b>	Fairfield County	26.3
	Hartford County	30.8
	Litchfield County	4.4
	Middlesex County	3.4
	New Haven County	25.1
	New London County	4.8
	Tolland County	2.5
	Windham County	2.7
<b>Income</b>	Under \$25,000	5.6
	\$25,000 to less \$50,000	14.6
	\$50,000 to less \$75,000	17.6
	\$75,000 to less \$100,000	18.4
	\$100,000 to less \$125,000	15.5
	\$125,000 or more	28.4
<b>Religion</b>	Protestant	28.3
	Catholic	45.9
	Other	3.4
	None	22.4

## Past-Year Demographic Breakdown for Private Games

Private Games are pools in which participants choose sporting event outcomes. An example would be pools in which participants pick winners of football games. .

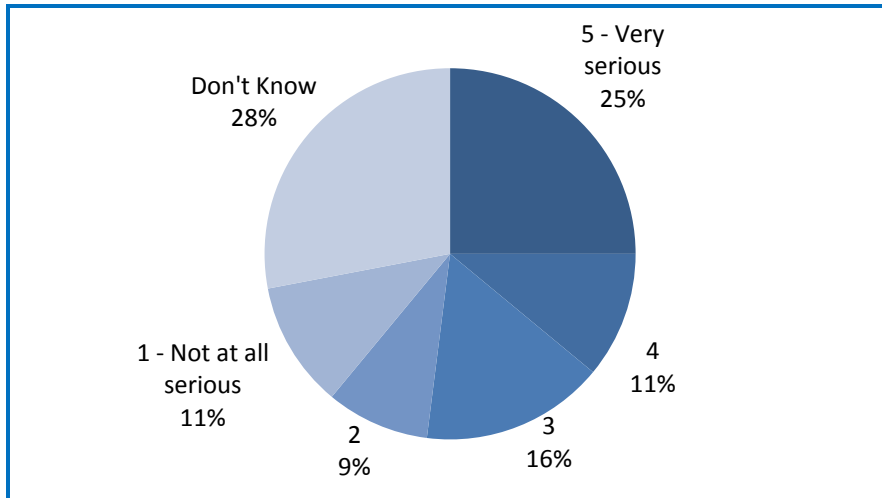
**Figure 153: Past-Year Private Games Demographics**

<b>Gender</b>	Male	53.3
	Female	46.7
<b>Age</b>	18 – 34	42.9
	35 – 44	22.6
	45 – 64	25.4
	65+	9.1
<b>Ethnicity</b>	Black/African American	8.6
	White/Caucasian	87.4
	Hispanic/Latino	2.2
	Other	1.9
<b>County</b>	Fairfield County	22.3
	Hartford County	31.0
	Litchfield County	8.0
	Middlesex County	3.9
	New Haven County	24.4
	New London County	5.1
	Tolland County	4.2
	Windham County	1.2
<b>Income</b>	Under \$25,000	14.3
	\$25,000 to less \$50,000	13.5
	\$50,000 to less \$75,000	14.7
	\$75,000 to less \$100,000	14.0
	\$100,000 to less \$125,000	12.9
	\$125,000 or more	30.5
<b>Religion</b>	Protestant	23.8
	Catholic	37.5
	Other	7.1
	None	31.5

## Underage Gambling

Underage gambling is always a concern because it promotes gambling at a vulnerable age. Respondents in our survey were asked how serious underage gambling is in Connecticut. The rating was on a scale from 1 to 5, with 5 “very serious” and 1 “not at all serious.”

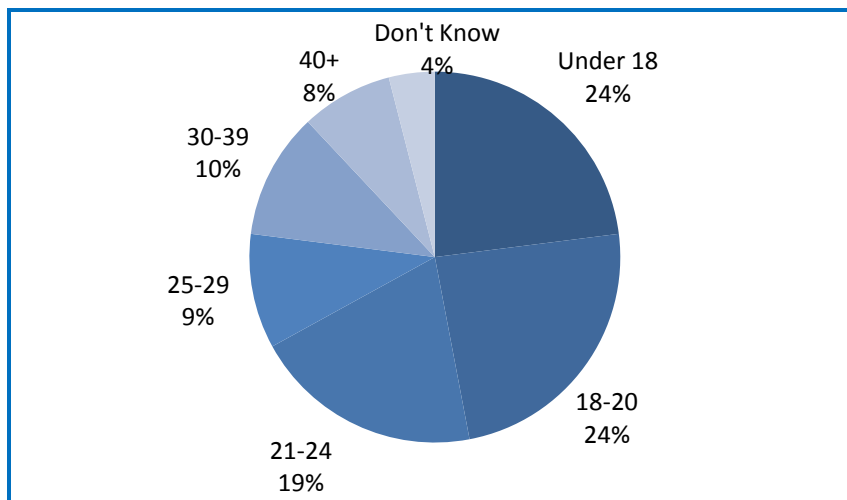
**Figure 154: Attitudes Toward Seriousness of Underage Gambling**



Gamblers were asked at what age they first started to gamble. The categories were designed to represent gambling ages in the state – under 18 for those who cannot legally gamble, 18-20 for those who can legally gamble on the lottery, and 21-24 for those who can legally gamble at the casino. Other categories were grouped by age differentials.

Twenty-four percent of respondents started to gamble when they were under 18 years of age. An additional 24 percent started to gamble between 18 and 20 years of age. Despite the relatively high incidence of gambling at young ages, only 4 percent of respondents have placed bets for someone who is under 18.

**Figure 155: Age When Participants Started to Gamble**



## **Illegal gambling and the law**

In addition to the survey, we interviewed members of the Connecticut State Police Statewide Organized Crime Investigative Task Force (“SOCITF”) to assess illegal gambling activity in the state. The consensus was that while it does occur, it is difficult to say just how extensive it is and how much money is involved.

With Connecticut’s population of people 18 or older at approximately 2.7 million, roughly 9 percent or 235,000 residents may be illegally gambling on a monthly basis based on the results of our telephone survey. With the monthly figure of roughly \$100 a month by each person, that would equate to monthly spending of \$23.5 million.

The Connecticut General Assembly established SOCITF in 1973. One of its targets is illegal gambling. SOCTIF representatives emphasized that illegal gambling revenue is vital to the activities of organized crime. One of them told us of a conversation that he had with Frank Selemme, the convicted boss of the New England/Patriarca crime family, who is in jail for perjury.

Selemme said: “Gambling keeps the lights on for us.”

As for the extent of illegal gambling, the SOCITF leaders noted that one could find someone taking bets at almost any sports bar on any Saturday or Sunday, but not all of the betting is linked to organized crime, they noted.

Problem Gambling Services in Middletown reported that nearly one-third of its referrals involve sports betting during the football season.

SOCITF leaders stated that to develop a case against a bookmaker, a wiretap is needed, and each wiretap costs more than \$50,000. Because of the cost involved, investigations are often limited to bookmaking that involves other criminal activities.

Below is a list of gambling cases involving Connecticut investigations that were brought forward in recent years by the US Attorney’s Office and the Connecticut State Police :

### **US Attorney’s Office**

- December 2004: An illegal bookmaking operation involving 25 individuals. Members of various organized crime families ran the operation. During a four-month period, more than \$2.3 million in bets were placed on different sporting events. In addition, the operation also involved a street-numbers enterprise.
- March 2005: Investigation led to the conviction of an organized crime figure for collecting “tribute” payments of \$500 a week from organizations that operated illegal gambling machines such as video poker.
- April 2005: Investigation resulted in the conviction of an organized crime figure for operating an illegal gambling operation from 1997 to 2000 that included sports bookmaking and illegal numbers.
- August 2005: Investigation resulted in the conviction of a bookmaker for the operation of illegal street numbers in Norwalk.
- April 2006: Gambino crime family underboss sentenced to 86 months imprisonment for operation of various illegal gambling operations, racketeering and extortion.

## Connecticut State Police

- April 2007: Investigation into illegal gambling resulted in the arrests of five individuals for possession of gambling records and the use of a telephone to transmit and receive gambling information.

Law enforcement officials acknowledged to us that one should not conclude that these arrests reflected the total amount of illegal gambling activity in Connecticut.

The task force leaders said budget cuts have affected their ability to investigate illegal gambling. In the fall of 2007, the height of the sports-betting season, SOCITF did not conduct investigations into sports betting and bookmaking due to its involvement in a home-invasion investigation. The current staff lacks the resources to conduct multiple investigations at the same time, they noted.

Despite legal casinos in southeastern Connecticut, the task force has come across illegal casino operations. A 2006 investigation and raid of an illegal casino operation in Derby resulted in multiple arrests and the seizure of various card tables and gambling devices.

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## SECTION IX: CONNECTICUT COUNCIL ON PROBLEM GAMBLING

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The Connecticut Council on Problem Gambling (“CCPG”), based in Guilford, is a private, not-for-profit organization affiliated with the National Council on Problem Gambling. The CCPG’s mission is “to reduce the prevalence and impact of problem gambling on individuals, families and society through education and prevention programs.”

Both the Mohegan Tribe and the Mashantucket Pequot Tribal Nation voluntarily provide funds to the organization. In 2006, the Mashantucket Pequot Tribe provided \$183,337; the Mohegan Tribe, \$216,000, according to the CCPG IRS tax return. That year, the CCPG reported total revenue of \$569,568. State law requires that at least 5 percent of the Chronic Gamblers Treatment and Rehabilitation Fund be given to the CCPG to fund its programs.<sup>464</sup> It received \$95,000 in FY 2008.<sup>465</sup>

The council was founded in 1980. One of its primary responsibilities is overseeing a 24-hour gambling “Helpline” (1-800-346-6238). The CCPG collects information each year from callers to develop demographic information on problem gamblers. The CCPG also collects information from significant others, who are defined as people concerned enough about one’s gambling to call the Helpline. The data is published each year in a Helpline annual report.

The state funds the Helpline, which is staffed by United Way of Connecticut operators. Callers can access it by dialing the CCPG’s 800 number or the United Way’s 2-1-1 Helpline. Either way, United Way operators respond to the call, in addition to answering calls from others seeking crisis-intervention assistance.

An efficiently run helpline is critical to a state’s effort to combat problem gambling. The CCPG was one of the first problem-gambling organizations in the country to initiate one. The significant increase in calls (235 in 1993 to 1,162 in 2007) is an indication that Connecticut residents are increasingly aware of the Helpline, and are turning to it for assistance.

Up until 2005, other problem gamblers responded to Helpline calls through mobile phones. The problem gamblers were able to engage callers and identify with them. But they sometimes were unavailable to answer calls immediately, and record keeping was substandard, according to PGS. As a result, a change was made to use United Way operators.

At least one United Way operator per shift has training in the area of problem gambling, but both PGS and CCPG would prefer that all operators were trained in gambling-related issues. Both agencies say they are working to provide additional training to the operators.

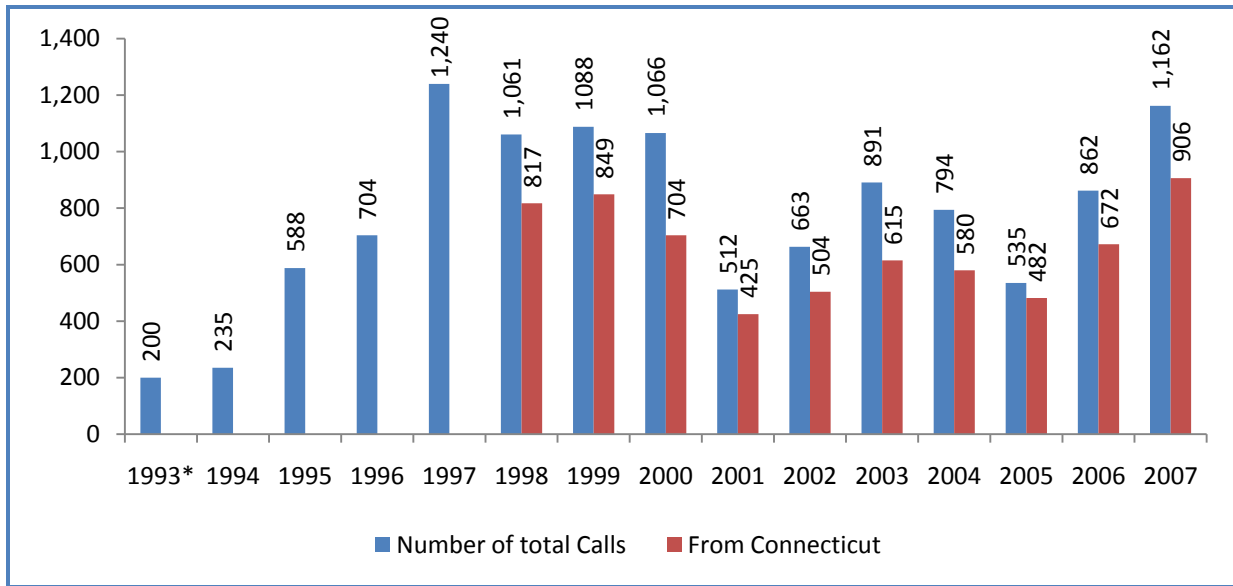
For the 10-year period ending in 2007, 8,477 gambling-related calls were placed to the Helpline. Connecticut residents made 77 percent of those calls. Over the years, the figure has ranged from 69 percent to 90 percent.

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<sup>464</sup> Connecticut General Statutes, Sec. 17a-713.

<sup>465</sup> Interview with Problem Gambling Services.

**Figure 156: CCPG Helpline Calls by Year**



\*Data is from the WEFA Study; All other years from CCPG

Based on interviews with CCPG staff, we questioned how the Helpline is promoted.

**Figure 157: CCPG Activities**

Helpline Activity	Offered?
How is the Helpline number promoted?	
TV Ads	Yes
Newspaper	Yes
Billboards	No
Phonebooks	Yes
Brochures	Yes
Posters	Yes
Lottery Ticket	Yes
Other Forms Describe	Radio
What services are offered through the Helpline?	N/A
Information	
Referral To GA/Self Help	Yes
Referral To Professional Counseling	Yes
Crisis Intervention	Yes
Therapy	Yes

The 2007 Helpline Report indicates that of the callers who sought help:

- 39 percent suffered from depression
- 39 percent generated credit card debt to gamble
- 33 percent had problems paying bills
- 26 percent were involved in family or spousal conflict
- 9 percent had suicide thoughts
- 5 percent filed for bankruptcy
- 3 percent were arrested for a crime related to their gambling

Problem gamblers sustained lifetime gambling losses of \$89,616, according to the 2007 Helpline report

More than 6,500 Connecticut residents sought help through the Helpline from 1998 to 2007. Nearly 20 percent contemplated suicide as a result of their gambling problems; 3.5 percent reported they attempted suicide.

CCPG figures show nearly half of the callers from 1998-2007 acknowledged they used tobacco excessively.

**Figure 158: Top Five CCPG Cities**

City	% of Callers to Helpline	% of State's Population
Hartford	5.4%	3.0%
New Haven	4.9%	3.5%
Norwich	3.8%	1.0%
Waterbury	3.0%	3.0%
Waterford	2.8%	0.5%

Source: 2007 CCPG Annual Helpline report

A review of the racial/ethnic make-up of 2007 callers showed the following:

- African-Americans accounted for 16 percent of the CCPG calls but 9.6 percent of the state's population.
- Asian-Americans accounted for 5 percent of the calls but 3.3 percent of the state's population.

The Helpline in 2007 referred most callers to state-sponsored treatment programs or to GA.<sup>466</sup> CCPG also offers professional training for clinicians, casino employees and employee-assistance programs. It provides consultations and conducts research. CCPG, for example, offered grants of up to \$1,500 to colleges across Connecticut in 2009 to facilitate the creation of a plan for problem gambling awareness and prevention activities. The program is designed to give problem gambling the attention it needs at a time when interest in and access to gambling is growing.

CCPG also provides brochures and fact sheets focusing on youth gambling, senior gambling and coping as a family member of a gambler.

Nearly one-quarter of the calls to the Helpline were from significant others during the 10-year period ending in 2007. The CCPG defines significant others as those concerned enough about a problem gambler to call the Helpline. It is often a family member, but sometimes it is a friend or co-worker. About half of the significant others also sought help for themselves. The following was collected from calls placed to the Helpline from 2004-2007 for 664 significant others:

- 36 percent used their savings to pay off their own gambling debts
- 32 percent had problems paying their bills

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<sup>466</sup> CCPG.



- 26 percent borrowed money from others to pay off gambling debts of a significant other
- 7 percent either declared bankruptcy or had a bankruptcy pending
- 2 percent were evicted because of loss of rent money due to gambling
- 31 percent suffered from depression
- 33 percent suffered from anxiety
- 10 percent admitted to drug or alcohol abuse
- 3 percent admitted to developing a gambling problem themselves
- 3 percent admitted to considering suicide

## Section X: Internet Panel Results

This research project also included a parallel study conducted online to estimate the prevalence of pathological gambling among Connecticut adults. This study was performed to complement the RDD telephone study and evaluate whether an online panel for prevalence research could be used in place of an RDD methodology. The sample size for the Internet online panel survey was 801, approximately one-third of the RDD telephone survey.

As evidenced in the tables below, the estimates for prevalence rates derived from the online panel survey were much higher than that of the RDD telephone survey.

Online panel participants were screened for inclusion using the same criteria as those who participated in the telephone interviews. Panel participants typically opt in to participate in online consumer research and receive nominal compensation for their time. The same questionnaire was used in both the telephone and online surveys. The 801 online panel interviews were conducted during the months of September to December 2008.

The online panel database is considered to be representative of the state of Connecticut adult population, and quotas for this project were set by county, gender and age to ensure the sample was as representative as possible to the demographic characteristics of Connecticut residents.

In addition to attempting to capture insights from Connecticut adults who may not have a home telephone and would be left out of the telephone interviewing, a primary objective of implementing the panel survey was to compare the results derived from both methods and investigate whether using an online panel survey was an appropriate substitute for an RDD telephone survey.

The use of an Internet-based online panel can provide a more cost-effective method compared to telephone interviews for gathering consumer insights in areas such as gaming participation levels and prevalence rates. Yet, it is subject to scrutiny because of a perceived weakness in whether the subjects who opt to participate provide a representative sample of the demographics sought.

Arguments are made between the cost and time benefit of using an online survey and the inherent weakness of excluding subjects without Internet access and the possible lack of representativeness of the general adult population. Moreover, there are similar arguments made on the use of a telephone survey due to its inherent weaknesses in terms of cost, time and, importantly, exclusion of persons or groups not having a home phone. To our researcher's knowledge, this study is the first to use both RDD telephone and online panel survey methodologies to estimate prevalence of pathological gambling in the same study.

The margin of sampling error for the 801 panel interviews is  $\pm 3.6$  percentage points at the 95 percent confidence level. This means that there is less than a one in twenty chance that the findings will deviate more than  $\pm 3.6$  percentage points from the actual population. The sampling error for subgroups could be larger.

Surveyors sent out 12,108 e-mails seeking adults to participate in the online survey; 2,369 clicked on the link to participate and 801 completed the survey, resulting in a 33.8 percent completion rate and a 6% response rate.

Connecticut's adult population of 2,666,750 from the 2007 American Community Survey census data was used for weighting purposes. Caution should be used in interpreting the results. The online panel survey was not completely random because the participants were all Internet users who opted to participate in consumer research conducted by the fielding company.

As we noted in an earlier section of this report, the SOGS results for those who participated in the telephone survey who had Internet access showed a prevalence rate of 4.1 percent, nearly double the rate for those who did not have Internet access.

These tables provide prevalence rates based on the panel survey.

**Figure 159: Past-Year SOGS**

<b>2008 Connecticut Online Panel Survey (801)</b>	
Problem Gamblers	3.5%
Probable Pathological Gamblers	3.8%
Total	7.3%

**Figure 160: Lifetime SOGS**

<b>2008 Connecticut Online Panel Survey (801)</b>	
Problem Gamblers	4.5%
Probable Pathological Gamblers	4.5%
Total	9.0%

**Figure 161: Past-Year NODS**

<b>2008 Connecticut Online Panel Survey (801)</b>	
At-Risk Gamblers*	11.3%
Problem Gamblers	3.4%
Probable Pathological Gamblers	2.1%
Probable Pathological and Problem Gamblers	5.5%

**Figure 162: Lifetime NODS**

<b>2008 Connecticut Online Panel Survey (801)</b>	
At-Risk Gamblers*	17.5%
Problem Gamblers	5.0%
Probable Pathological Gamblers	2.9%
Probable Pathological and Problem Gamblers	7.9%

\* People who score at a level on a gambling screen that is below a problem gambler but fall into a category described as at risk of becoming a problem gambler at some point in their lives.

When applying our Internet panel survey percentages to the Connecticut adult population of 2,666,750, the resulting prevalence numbers are:

- Past-year SOGS problem and probable pathological gamblers, 194,672
- Lifetime SOGS problem and probable pathological gamblers, 240,008
- Past-year NODS problem and probable pathological gamblers, 146,671

- Lifetime NODS problem and probable pathological gamblers, 210,673
- Past-year NODS classified as at-risk gamblers, 301,342
- Lifetime NODS classified as at-risk gamblers, 466,681

Our Internet panel study also compared the lifetime gambling habits for problem and pathological gamblers with the gambling habits of non-problem gamblers. We found:

- 77 percent gambled until their last dollar was gone compared to 32 percent for non-problem gamblers
- 32 percent gambled to pay off debts compared to 5 percent for non-problem gamblers
- 7 percent sold possessions to finance gambling compared to 0 percent for non-gamblers
- 7 percent borrowed to finance gambling compared to 0 percent for non-gamblers

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## Conclusion

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The core purpose of this report was to outline the impacts of all forms of legalized gambling on the citizens of Connecticut, to help enlighten legislators and other public officials and to guide them as they establish and refine a gaming policy. As DOSR Executive Director Paul A. Young noted in a press release announcing that this report would be developed:

“We are hoping to realize a very respectable product that will be helpful to officials in the executive, legislative and municipal branches of government in addressing gaming-related policy issues<sup>467</sup>.”

That goal has guided us throughout the research and writing of this report. Through the research, which included meetings with state and local officials, business leaders and residents, we sensed some widely held hopes and frustrations. As noted in our introduction, elected officials, as well as agencies such as the DOSR, recognize the need for comprehensive policies and are developing and implementing such policies to the best of their abilities.

Connecticut, however, is limited in what it can do because of factors beyond its control. Such factors include:

- Tribal agreements that cannot be renegotiated unless both parties agree to do so.
- Policies, such as the decision to eliminate county governments, that limit the ability to address issues on a regional basis.

As a result, Connecticut’s gaming industries – and the impacts they generate – are allowed to evolve, based largely on market forces.

Many of those we interviewed, as well as state and regional reports that we reviewed, reiterate the theme that the absence of regional planning has hamstrung officials in their efforts to address these impacts.

We harken back to – and reiterate – other themes that underlie this study:

- Gaming in its various forms is not fully woven into the state’s tourism policies, which has resulted in lost opportunities to enhance gaming’s value – as well as state revenues – by not fully leveraging spending from out-of-state residents. Hotel officials complained to us that marketing programs are much too fragmented.
- The state has not, from the standpoint of optimizing the benefits of gaming, sufficiently invested in such areas as transportation or job training that could make it easier to capture out-of-state visits, or to marry job opportunities at casinos with existing pockets of unemployment or under-employment. The result has been a failure to diversify the workforce.

Connecticut is not the only state to recognize that the impacts of gaming do not stop at municipal boundaries. Still, because Connecticut made an affirmative decision to reduce regional planning by eliminating county government, and because Connecticut casinos are among the most successful in the world, the state offers some of the most vivid examples as to what can occur in the absence of regional planning.

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<sup>467</sup> Division of Special Revenue press release, Feb. 28, 2008.

Connecticut was one of the first states to have Indian gaming, as it was forced on it by the federal courts. Being one of the first has one significant drawback: You are not in a position to learn from the mistakes of others.

We do not suggest that Connecticut officials cannot work with the private sector to develop gaming policies. They can, and they should.

Those who view this report as a potential blueprint for future gaming policy must recognize that Connecticut has a combination of assets and drawbacks that would affect the ability to develop and implement new policy.

The assets include a highly successful gaming industry, as well as a sizable contingent of public and private officials who appear ready and willing to work together toward common goals. From the CLC to executives at the two Indian casinos to elected officials at the local and state levels, there is no shortage of able leadership.

The drawbacks include a political and legal landscape in which it would be difficult – but not impossible – to reach consensus, as well as an inability to influence those factors that are outside the control of Connecticut policymakers. This includes everything from global economic policies to decisions by other states to legalize or expand their own gaming industries.

The economic and social impacts listed in this report result from a variety of policies made, and those that were not made. These policies – whether developed in recent months, or 50 years ago – have consequences.

Spectrum suggests that, if this report is to have value going forward, policymakers should heed that cautionary note. Gaming policies may require a great effort to reach a consensus. For example, tribal agreements cannot be renegotiated unless all parties are willing to do so, and such a consensus would not be achievable unless all parties see benefits.

The General Assembly and the executive branch should review whether Connecticut taxpayers are picking up the tab for a portion of the regulatory costs involved in overseeing Indian gaming. The agreements called on the Indian casinos to pay for all regulatory costs, but as this report has demonstrated, that has not happened.

In addition, Connecticut's Problem Gambling Services division has experienced a more than six-fold increase in its caseload from 2001 to 2008 while state funding has increased 123 percent during that same time period. It is difficult for PGS to fulfill its mission without adequate funding. Almost all of PGS funds come from the Connecticut Lottery Corporation. None of it comes directly from the 25 percent contribution on slot machine gross win from Foxwoods and Mohegan Sun.

A gambler's addiction affects many more people than just the individual gambler. As we have pointed out in this report, there is the cost of prosecuting and incarcerating those who commit crimes to gamble. And Connecticut has certainly seen its fair share of gambling-related crimes.

Another impact that needs to be addressed is the negative effects sustained by the towns close to the casinos. By any measure, those impacts are significant and include a dramatic increase in highway traffic, a rise in driving-while-intoxicated arrests, increased costs related to ESOL programs and a myriad of social problems as well. A housing shortage has resulted in the conversion of single-family homes into illegal boarding facilities.

As this report has noted, though, the positive impacts of the casinos should not and cannot be overlooked. They include tens of thousands of new jobs, nearly \$4.7 billion in contributions to the General Fund as of the end of FY 2008 as well as significant and lasting contributions to charitable causes in southeastern Connecticut.

Gaming policies require significant investments, such as improved roadways, employment training and mass transit that would improve access between pockets of unemployment and job opportunities.

It is incumbent on policymakers to identify and develop a statewide policy that maximizes the benefits of gambling in Connecticut and minimizes as much as possible the negative impacts.

## Glossary of Terms

**Agreement:** Refers to the agreement between the Mashantucket Pequot Tribal Nation and the state of Connecticut that outlined conditions under which slot machines could operate at the Foxwoods Resort Casino. The Mashantucket Pequot Tribe Gaming Procedures law resulted in the agreement through a Memorandum of Understanding that was signed on January 13, 1993.

**Annexation:** A process by which Indian tribes annex land within the boundaries of their reservation. The tribes purchase land and make it a part of their reservation. The result is that the land and improvements are taken off the local property tax roll.

**At-Risk Gamblers:** People who score at a level on a gambling screen that is below that of a problem gambler but fall into a category described as at risk of becoming a problem gambler at some point in their lives.

**Cannibalization:** Within the context of this report, refers to the process by which one form of gambling takes revenue from another form of gambling.

**Connecticut Chronic Gamblers Treatment and Rehabilitation Fund:** A fund to provide treatment for problem gamblers through the Department of Mental Health and Addiction Services. It is funded largely through the Connecticut Lottery Corporation (“CLC.” In fiscal 2009, the CLC contributed \$1.9 million. Pari-mutuel facilities also made a contribution of roughly \$100,000. State law requires that at least 5 percent of the fund be given to the Connecticut Council on Problem Gambling.

**County:** The largest geographic division within a state.

**Diagnostic and Statistical Manual of Mental Disorders (“DSM”):** Published by the American Psychiatric Association, it provides diagnostic criteria for mental disorders, including pathological gambling. There have been five revisions since it was first published in 1952. The last revision, DSM-IV, occurred in 1994.

**Direct, Indirect and Induced Jobs:** Terms used to describe the total impact of casinos on the job market. Direct represents employees on the casino payroll; indirect include those working for a non-casino employer at the casino; and induced are the jobs generated as a result of spending by those who work at the casino.

**District Reference Group (“DRG”):** A classification of school districts in which students’ families are similar in education, income, and need. In addition, the districts have roughly similar enrollment.

**English for Speakers of Other Languages (“ESOL”):** A program designed to help non-English speaking people learn the English language. Students as well adults enroll in the program. Children enrolled in such programs have also been referred to as “English Language Learner” students.

**Focus Groups:** A way to facilitate research. A group of people are asked specific questions toward a subject such as gambling. Questions are asked in an interactive group setting



where participants talk with one another about their experiences and how they deal with issues.

**Gamblers Anonymous:** A 12-step program that relies on peer support to overcome gambling problems. It is often used by gamblers to cope with day-to-day problems. Membership is free.

**Gam-Anon:** A self-help organization designed to help family members and friends of compulsive gamblers. Like GA, Gam-Anon relies on peer support.

**Hotbedding:** The practice in which shifts of workers share a bed in the same house, “keeping the bed warm,” since it is always has someone in it. It also is used to describe single family homes illegally converted into boarding homes.

**IRS Migration Database:** Tracks the movement of taxpayers into and out of counties by matching tax returns from one year to the next. The database is a joint project of the IRS and the Census Bureau. The database also shows the amount of income coming in and out of a county as well.

**Helpline:** A phone line accessible 24-hours a day for Connecticut problem gamblers who can seek help by dialing either 2-1-1 or 1-800-346-6238. Crisis intervention counselors direct the person to someone who can assist the caller. The helpline is funded by the state.

**Las Vegas Nights:** A law enacted in 1972 to enable Connecticut non-profit organizations to stage Las Vegas-style gaming nights. The law was repealed on January 6, 2003 to prevent a further expansion of Indian gaming in Connecticut.

**Mashantucket Pequot Tribal Nation:** A Native American tribal nation with a reservation in Ledyard, Connecticut. It received federal recognition through an act of Congress in 1983. It operates Foxwoods Resort Casino.

**Mashantucket Pequot And Mohegan Fund:** Established as a result of a January 12, 1993 joint Memorandum of Understanding between the state of Connecticut and the Mashantucket Tribal Nation. In fiscal 2008, the state’s 169 municipalities received \$93 million through fund grants.

**Memorandum of Understanding-Foxwoods:** A document signed on January 13, 1993 by the state of Connecticut and the Mashantucket Pequot Tribal Nation that outlined the conditions under which slot machines could be operated at Foxwoods Resort Casino in Ledyard.

**Memorandum of Understanding-Mohegan Tribe:** A document signed on May 17, 1994, by the state of Connecticut and the Mohegan Tribe that outlined the conditions under which slot machines could be operated at Mohegan Sun in Uncasville.

**Metropolitan Statistical Area (“MSA”):** A federally designated geographical unit consisting of an urbanized area with a central city of at least 50,000 residents and a regional population of 100,000.

**National Opinion Research Center DSM Screen for Gambling Problems (“NODS”):** A population-based screening tool used to identify gambling problems in individuals. It is composed of 17 lifetime criteria and 17 corresponding past-year criteria. Respondents are asked a series of questions related to gambling. It indicates whether one is a

probable/pathological gambler. Only trained clinicians can diagnosis a pathological gambler.

**Pathological Gambling:** An impulse-control disorder or compulsion characterized by an inability to resist overwhelming and irrational drives to gamble.

**Perimeter Towns:** Municipalities within a 10-mile radius of either Foxwoods or Mohegan Sun.

**Personal Business Property Tax:** A tax paid on personal tangible property owned as of October 1 of a calendar year. The tax applies, for the most part, to business property.

**Prevalence:** A measurement of all individuals affected by a disease within a particular period of time. In gambling studies, the term is used to include people who are classified as either a problem or pathological gambler based on answers to questions in a gambling screen.

**Priority School District:** Public school districts classified by the state Department of Education as being in “the greatest academic need” of programs to improve student performance.

**Problem Gambling:** Gambling behavior that causes disruptions in any major area of life: psychological, physical, social or vocational. It includes the condition known as “pathological” or “compulsive” gambling, a progressive addiction characterized by increasing preoccupation with gambling; a need to bet more money more frequently; restlessness or irritability when attempting to stop; “chasing” losses; and loss of control manifested by a continuation of the gambling behavior in spite of mounting, serious negative consequences.

**Problem Gambling Services (“PGS”):** An agency within the Connecticut Department of Mental Health and Addiction Services (“DHMAS”) to oversee state-funded programs designed to address problem gambling.

**Probable Pathological Gambler:** A classification given to a gambler based on the response to a series of questions asked in a gambling screen. The word “probable” must be used because only a clinician can make a diagnosis.

**Racino:** A term used to describe a combined race track or a dog track that also functions as a casino, which routinely offers slot machines, although more and more locations are beginning to offer table games as well.

**Regression Analysis:** An analysis that examines the relationship between an independent variable and a dependent variable. For example, we performed a regression analysis to determine if there is a relationship between the locations of top-selling lottery agents (dependent variable) with poverty rates (independent variable) and found that there was none.

**Regulatory levy:** Used to describe the amount paid by the two Indian casinos to reimburse the state for the regulatory cost of overseeing the casino. The levy includes a payment for State Police, liquor inspectors and the licensing of employees.

**Resident State Trooper:** A state police trooper assigned full time to oversee police operations of a municipality in Connecticut.

**Self-Exclusion Program:** A program that allows problem gamblers to request that a casino ban them from gambling. In some jurisdictions, such as Connecticut, a self-excluded gambler who returns can be arrested for trespassing.

**Significant Other:** Someone concerned enough about a problem gambler that he or she seeks help for the problem gambler. In some cases, the significant other seeks help for himself or herself.

**South Oaks Gambling Screen (“SOGS”):** The most common instrument for assessing the prevalence of pathological gambling. The screen is a 20-item questionnaire. Respondents are asked a series of questions related to gambling. The answers can indicate whether one has a gambling problem. Only a trained clinician can make a diagnosis. It may be self-administered or administered by nonprofessional or professional interviewers.

**Suspicious Activity Reports for Casinos (“SAR-Cs”):** A federal law requiring the filing of reports by casinos of patrons who are suspected of engaging in money-laundering. Reports also need to be filed for other financial crimes such as embezzlement.

**Tribal Gaming Commission:** An agency created by an Indian tribal nation to regulate and oversee the operation of an Indian casino.

**Uniform Crime Report (“UCR”):** A yearly document generated by law enforcement agencies in each state detailing certain offenses and arrests. The data is released by each state and is also sent to the FBI, which publishes a report each year titled, “Crime in the United States.”

## Appendix A: Slot Machine Data

Figure 163: Foxwoods Slot Machine Data, January 1, 1993 to December 31, 2008

FOXWOODS				Weighted		
Fiscal Year/Month	Handle	Win	Hold %	Average Number of Machines	Contributions to State of Connecticut (1)	Free Play Coupons Redeemed at Slot Machines (3)
<b>FY 1992/93(2)(4)</b>						
January 1993	\$23,748,958	\$2,030,560	8.55%	624	\$507,640	
February	108,926,787	9,313,217	8.55%	1,384	2,328,304	
March	156,880,105	13,587,213	8.66%	1,384	7,164,056	
April	192,458,826	16,846,569	8.75%	1,384	10,000,000	
May	230,787,106	19,306,455	8.37%	1,394	10,000,000	
June	240,739,137	20,442,781	8.49%	1,509	0	
<b>Total FY 1992/93</b>	<b>\$953,540,919</b>	<b>\$81,526,795</b>	<b>8.55%</b>	<b>1,192</b>	<b>\$30,000,000</b>	
<b>FY 1993/94:</b>						
July 1993	\$320,700,954	\$26,229,037	8.18%	1,454	\$6,557,259	
August	319,938,295	26,192,175	8.19%	1,442	6,548,044	
September	329,732,386	29,682,823	9.00%	3,126	7,420,706	
October	378,605,448	32,014,477	8.46%	3,127	9,473,991	
November	362,806,213	31,080,156	8.57%	3,109	10,000,000	
December	320,765,007	26,382,975	8.23%	3,109	10,000,000	
January 1994	320,247,745	26,433,634	8.25%	3,045	10,000,000	
February	347,152,593	29,209,266	8.41%	3,051	10,000,000	
March	438,289,805	35,709,246	8.15%	3,034	10,000,000	
April	447,518,631	36,954,856	8.26%	2,648	10,000,000	
May	457,872,020	37,632,331	8.22%	3,871	23,000,000	
June	456,765,185	37,961,381	8.31%	3,876	0	
<b>Total FY 1993/94</b>	<b>\$4,500,394,282</b>	<b>\$375,482,357</b>	<b>8.34%</b>	<b>2,826</b>	<b>\$113,000,000</b>	
<b>FY 1994/95:</b>						
July 1994	\$593,798,615	\$49,863,002	8.40%	3,854	\$12,465,751	
August	581,082,265	48,747,246	8.39%	3,854	12,186,812	
September	514,049,767	44,585,110	8.67%	3,854	11,146,278	
October	556,042,420	45,908,493	8.26%	3,854	11,477,123	
November	518,385,923	41,584,459	8.02%	3,864	10,396,115	
December	461,187,385	36,320,610	7.88%	3,864	9,080,153	
January 1995	520,171,031	42,663,321	8.20%	3,864	10,665,830	
February	480,044,363	39,776,972	8.29%	3,864	9,944,243	
March	586,197,026	47,913,019	8.17%	3,864	11,978,255	
April	597,874,298	47,784,814	7.99%	3,864	11,946,204	
May	600,422,550	49,750,041	8.29%	3,874	12,437,510	
June	599,905,044	47,998,981	8.00%	3,874	11,999,745	
<b>Total FY 1994/95</b>	<b>\$6,609,160,687</b>	<b>\$542,896,068</b>	<b>8.21%</b>	<b>3,861</b>	<b>\$135,724,017</b>	

FOXWOODS				Weighted Average Number of Machines	Contributions to State of Connecticut (1)	Free Play Coupons Redeemed at Slot Machines (3)
Fiscal Year/Month	Handle	Win	Hold %			
<b>FY 1995/96:</b>						
July 1995	\$728,243,171	\$56,652,650	7.78%	3,874	\$14,163,163	
August	709,641,264	58,061,611	8.18%	3,874	14,515,403	
September	661,399,417	53,210,502	8.05%	3,875	13,302,626	
October	668,078,766	50,181,986	7.51%	3,887	12,545,497	
November	601,893,035	47,839,417	7.95%	3,887	11,959,854	
December	524,350,339	35,014,402	6.68%	3,920	8,753,601	
January 1996	532,860,233	43,674,082	8.20%	3,920	10,918,521	
February	611,877,076	48,085,494	7.86%	3,897	12,021,374	
March	672,922,194	46,111,385	6.85%	3,927	11,527,846	
April	667,622,303	52,288,842	7.83%	4,372	13,072,211	
May	701,976,603	54,147,903	7.71%	4,377	13,536,976	
June	723,310,443	49,542,786	6.85%	4,390	12,385,697	
<b>Total FY 1995/96</b>	<b>\$7,804,174,844</b>	<b>\$594,811,060</b>	<b>7.62%</b>	<b>4,010</b>	<b>\$148,702,765</b>	
<b>FY 1996/97:</b>						
July 1996	\$846,098,446	\$64,404,559	7.61%	4,428	\$16,101,140	
August	849,636,690	63,501,669	7.47%	4,428	15,875,417	
September	781,468,771	50,487,421	6.46%	4,420	12,621,855	
October	674,128,341	53,235,666	7.90%	4,384	13,308,916	
November	659,588,026	38,532,422	5.84%	4,528	9,633,106	
December	543,444,454	36,617,490	6.74%	4,585	9,154,373	
January 1997	577,023,457	45,764,005	7.93%	4,585	11,441,001	
February	601,727,161	42,633,137	7.09%	4,585	10,658,285	
March	641,399,881	48,016,265	7.49%	4,582	12,004,066	
April	660,774,669	46,716,581	7.07%	4,586	11,679,145	
May	686,415,282	45,274,818	6.60%	4,586	11,318,704	
June	624,669,737	48,647,698	7.79%	4,586	12,161,924	
<b>Total FY 1996/97</b>	<b>\$8,146,374,915</b>	<b>\$583,831,731</b>	<b>7.17%</b>	<b>4,523</b>	<b>\$145,957,933</b>	
<b>FY 1997/98:</b>						
July 1997	\$790,180,696	\$63,213,016	8.00%	5,484	\$15,803,254	
August	795,536,305	61,974,785	7.79%	5,558	15,493,696	
September	647,705,033	54,841,031	8.47%	5,567	13,710,258	
October	699,411,851	51,683,360	7.39%	5,567	12,920,840	
November	656,673,103	50,309,208	7.66%	5,567	12,577,302	
December	581,419,025	43,460,748	7.47%	5,566	10,865,187	
January 1998	686,623,468	52,666,208	7.67%	5,566	13,166,552	
February	664,123,529	51,977,980	7.83%	5,565	12,994,495	
March	731,631,711	57,988,917	7.93%	5,565	14,497,229	
April	708,760,547	56,334,585	7.95%	5,553	14,083,646	

FOXWOODS			Hold %	Weighted Average Number of Machines	Contributions to State of Connecticut (1)	Free Play Coupons Redeemed at Slot Machines (3)
Fiscal Year/Month	Handle	Win				
May	769,291,598	59,963,311	7.79%	5,503	14,990,828	
June	713,859,521	55,858,826	7.82%	5,495	13,964,706	
<b>Total FY 1997/98</b>	<b>\$8,445,216,386</b>	<b>\$660,271,975</b>	<b>7.82%</b>	<b>5,545</b>	<b>\$165,067,994</b>	
<b>FY 1998/99:</b>						
July 1998	\$807,060,814	\$65,298,822	8.09%	5,571	\$16,324,706	
August	799,251,131	63,063,833	7.89%	5,698	15,765,958	
September	692,920,237	56,673,451	8.18%	5,698	14,168,363	
October	740,059,457	58,711,668	7.93%	5,698	14,677,917	
November	689,775,137	55,546,039	8.05%	5,698	13,886,510	
December	615,172,062	46,051,743	7.49%	5,694	11,512,936	
January 1999	652,536,443	53,841,179	8.25%	5,690	13,460,295	
February	682,425,141	53,477,903	7.84%	5,649	13,369,476	
March	709,109,803	58,050,201	8.19%	5,643	14,512,550	
April	752,667,847	60,611,932	8.05%	5,750	15,152,983	
May	780,804,128	63,802,696	8.17%	5,861	15,950,674	
June	735,187,679	59,194,948	8.05%	5,863	14,798,737	
<b>Total FY 1998/99</b>	<b>\$8,656,969,881</b>	<b>\$694,324,415</b>	<b>8.02%</b>	<b>5,709</b>	<b>\$173,581,104</b>	
<b>FY 1999/2000:</b>						
July 1999	\$868,589,607	\$70,455,527	8.11%	5,883	\$17,613,882	
August	852,214,626	70,411,640	8.26%	5,882	17,602,910	
September	769,405,548	63,624,461	8.27%	5,882	15,906,115	
October	791,337,441	65,729,136	8.31%	5,886	16,432,284	
November	731,668,285	58,820,185	8.04%	5,866	14,705,046	
December	660,372,482	53,026,923	8.03%	5,888	13,256,731	
January 2000	700,143,720	57,675,344	8.24%	5,871	14,418,836	
February	746,410,225	62,946,569	8.43%	5,831	15,736,642	
March	781,539,295	65,079,328	8.33%	5,739	16,269,832	
April	782,112,782	65,725,256	8.40%	5,786	16,431,314	
May	791,271,863	64,313,549	8.13%	5,820	16,078,387	
June	738,206,379	59,132,239	8.01%	5,786	14,783,060	
<b>Total FY 1999/2000</b>	<b>\$9,213,272,252</b>	<b>\$756,940,157</b>	<b>8.22%</b>	<b>5,842</b>	<b>\$189,235,039</b>	
<b>FY 2000/2001:</b>						
July 2000	\$895,385,306	\$72,172,246	8.06%	5,861	\$18,043,061	
August	842,082,192	68,708,228	8.16%	5,868	17,177,057	
September	808,527,094	66,079,965	8.17%	5,845	16,519,991	
October	796,401,104	65,383,832	8.21%	5,839	16,345,958	
November	739,499,327	60,322,096	8.16%	5,839	15,080,524	
December	669,777,877	51,940,425	7.75%	5,849	12,985,106	
January 2001	711,029,281	59,007,197	8.30%	5,886	14,751,799	

FOXWOODS			Hold %	Weighted Average Number of Machines	Contributions to State of Connecticut (1)	Free Play Coupons Redeemed at Slot Machines (3)
Fiscal Year/Month	Handle	Win				
February	758,221,423	62,212,778	8.21%	5,886	15,553,195	
March	766,224,311	60,733,281	7.93%	5,825	15,183,320	
April	796,663,532	65,243,311	8.19%	5,641	16,310,828	
May	804,019,861	66,464,849	8.27%	5,944	16,616,212	
June	814,478,829	64,466,885	7.92%	6,317	16,116,721	
<b>Total FY 2000/2001</b>	<b>\$9,402,310,138</b>	<b>\$762,735,093</b>	<b>8.11%</b>	<b>5,883</b>	<b>\$190,683,773</b>	
<b>FY 2001/2002:</b>						
July 2001	\$923,856,715	\$73,835,158	7.99%	6,420	\$18,458,789	
August	935,275,253	76,804,529	8.21%	6,467	19,201,132	
September	844,397,206	68,186,752	8.08%	6,450	17,046,688	
October	779,196,970	63,286,174	8.12%	6,413	15,821,543	
November	786,672,202	63,103,127	8.02%	6,426	15,775,782	
December	761,434,382	60,000,983	7.88%	6,564	15,000,246	
January 2002	715,989,024	59,185,819	8.27%	6,517	14,796,455	
February	791,179,423	65,239,520	8.25%	6,562	16,309,880	
March	857,513,132	70,488,798	8.22%	6,514	17,622,200	
April	843,522,039	64,973,638	7.70%	6,807	16,243,410	
May	844,397,962	69,418,248	8.22%	6,610	17,354,562	
Bally WAP(6)		-4,477,546			-1,119,387	
June	834,402,432	66,107,639	7.92%	6,762	16,526,910	
<b>Total FY 2001/2002</b>	<b>\$9,917,836,740</b>	<b>\$796,152,838</b>	<b>8.03%</b>	<b>6,541</b>	<b>\$199,038,210</b>	
<b>FY 2002/2003:</b>						
July 2002	\$890,206,595	\$72,087,851	8.10%	6,713	\$18,021,963	
August	920,811,259	73,357,779	7.97%	6,722	18,339,445	
September	823,040,508	66,364,885	8.06%	6,646	16,591,221	
October	783,622,167	64,917,568	8.28%	6,571	16,229,392	
November	747,301,513	62,691,489	8.39%	6,545	15,672,872	
December	654,423,275	54,485,892	8.33%	5,753	13,621,473	
January 2003	711,118,582	59,583,835	8.38%	6,597	14,895,959	
February	723,181,428	59,390,428	8.21%	6,601	14,847,607	
March	810,652,859	67,583,219	8.34%	6,598	16,895,805	
April	781,554,171	63,134,149	8.08%	6,595	15,783,537	
May	910,874,592	74,664,352	8.20%	6,587	18,666,088	
June	822,744,685	66,940,664	8.14%	6,587	16,735,166	
<b>Total FY 2002/2003</b>	<b>\$9,579,531,632</b>	<b>\$785,202,112</b>	<b>8.20%</b>	<b>6,542</b>	<b>\$196,300,528</b>	
<b>FY 2003/2004:</b>						
July 2003	\$874,881,404	\$72,177,167	8.25%	6,674	\$18,044,292	
August	940,847,823	77,312,590	8.22%	6,670	19,328,148	
September	778,282,242	64,998,482	8.35%	6,652	16,249,620	

FOXWOODS				Weighted Average	Contributions	Free Play Coupons
Fiscal Year/Month	Handle	Win	Hold %	Number of Machines	to State of Connecticut (1)	Redeemed at Slot Machines (3)
October	830,587,563	66,609,220	8.02%	6,653	16,652,305	
November	801,679,120	64,626,160	8.06%	6,653	16,156,540	
December	671,215,558	54,773,361	8.16%	6,648	13,693,340	
January 2004	723,637,350	56,984,159	7.87%	6,648	14,246,040	
February	842,430,658	68,529,710	8.13%	6,649	17,132,428	
March	776,918,271	64,984,500	8.36%	6,647	16,246,125	
April	776,740,791	63,863,925	8.22%	6,642	15,965,981	
May	844,058,716	69,477,005	8.23%	6,621	17,369,251	
June	775,163,627	63,196,103	8.15%	6,617	15,799,026	
<b>Total FY 2003/2004</b>	<b>\$9,636,443,123</b>	<b>\$787,532,382</b>	<b>8.17%</b>	<b>6,647</b>	<b>\$196,883,096</b>	
<b>FY 2004/2005:</b>						
July 2004	\$955,525,300	\$77,596,431	8.12%	6,609	\$19,399,108	
August	908,637,202	74,668,217	8.22%	7,273	18,667,054	
September	870,197,234	73,432,250	8.44%	7,322	18,358,063	
October	817,104,920	68,402,504	8.37%	7,344	17,100,626	
November	748,571,141	62,366,095	8.33%	7,386	15,591,524	
December	744,756,498	62,063,381	8.33%	7,451	15,515,845	
January 2005	687,041,109	56,080,358	8.16%	7,465	14,020,090	
February	801,650,124	67,054,647	8.36%	7,463	16,763,662	
March	795,039,978	68,395,040	8.60%	7,459	17,098,760	
April	824,911,557	70,298,442	8.52%	7,363	17,574,611	
May	864,019,892	74,576,486	8.63%	7,312	18,644,121	
June	751,974,151	64,878,349	8.63%	7,278	16,219,587	
<b>Total FY 2004/2005</b>	<b>\$9,769,429,104</b>	<b>\$819,812,200</b>	<b>8.39%</b>	<b>7,309</b>	<b>\$204,953,050</b>	
<b>FY 2005/2006:</b>						
July 2005	\$926,909,202	\$80,075,723	8.64%	7,417	\$20,018,931	
August	853,029,617	74,147,250	8.69%	7,439	18,536,813	
September	804,029,443	68,851,087	8.56%	7,439	17,212,772	
October	783,268,750	66,811,066	8.53%	7,438	16,702,767	
November	737,692,599	61,895,163	8.39%	7,337	15,473,791	
December	714,536,072	62,238,978	8.71%	6,798	15,559,745	
January 2006	689,740,781	61,145,837	8.87%	6,744	15,286,459	
February	761,329,442	67,479,263	8.86%	6,765	16,869,816	
March	762,424,068	67,745,088	8.89%	6,740	16,936,272	
April	781,764,149	67,489,211	8.63%	6,564	16,872,303	
May	829,795,786	72,591,994	8.75%	7,118	18,147,999	
June	757,625,713	67,552,479	8.92%	7,217	16,888,120	
<b>Total FY 2005/2006</b>	<b>\$9,402,145,621</b>	<b>\$818,023,141</b>	<b>8.70%</b>	<b>7,089</b>	<b>\$204,505,785</b>	



FOXWOODS			Hold %	Weighted Average Number of Machines	Contributions to State of Connecticut (1)	Free Play Coupons Redeemed at Slot Machines (3)
Fiscal Year/Month	Handle	Win				
<b>FY 2006/2007:</b>						
July 2006	\$846,407,070	\$76,190,774	9.00%	7,217	\$19,047,693	
August	800,197,114	71,285,291	8.91%	7,217	17,821,323	
September (3)	790,098,389	68,940,897	8.73%	7,217	17,235,224	\$1,424,210
October (3)	807,773,010	69,657,061	8.62%	7,216	17,414,265	3,026,190
November (3)	687,934,340	59,607,702	8.66%	7,200	14,901,925	1,567,730
December (3)	793,986,832	67,124,997	8.45%	7,202	16,781,249	3,752,320
January 2007 (3)	673,319,274	59,411,321	8.82%	7,202	14,852,830	1,868,010
February (3)	693,597,993	61,810,251	8.91%	7,202	15,452,563	1,256,355
March(3)	788,986,935	69,131,247	8.76%	7,202	17,282,812	2,391,015
April (3)	747,748,292	65,232,922	8.72%	7,202	16,308,231	1,964,870
May (3)	787,294,719	67,340,271	8.55%	7,202	16,835,068	4,418,635
June (3)	815,376,381	69,788,293	8.56%	7,236	17,447,073	4,883,410
<b>Total FY 2006/2007</b>	<b>\$9,232,720,350</b>	<b>\$805,521,026</b>	<b>8.72%</b>	<b>7,208</b>	<b>\$201,380,257</b>	<b>\$26,552,745</b>
<b>FY 2007/2008:</b>						
July 2007 (3)	\$895,027,778	\$75,230,945	8.41%	7,263	\$18,807,736	\$5,177,080
August (3)	843,799,184	71,971,502	8.53%	7,267	17,992,875	5,471,399
September (3)	794,879,292	67,159,158	8.45%	7,271	16,789,790	2,486,008
October (3)	727,846,210	61,650,861	8.47%	7,271	15,412,715	3,337,445
November (3)	734,447,696	58,994,034	8.03%	7,279	14,748,509	4,981,055
December (3)	857,310,415	55,636,896	6.49%	7,277	13,909,224	23,151,857
January 2008 (3)	687,980,463	57,053,553	8.29%	7,131	14,263,388	5,662,724
February (3)	662,448,189	57,479,964	8.68%	6,808	14,369,991	2,412,415
March(3)	693,999,998	60,833,980	8.77%	6,934	15,208,495	2,690,475
April (3)	664,564,044	57,953,939	8.72%	6,776	14,488,485	2,702,210
May (3)	823,433,618	72,537,916	8.81%	7,449	18,134,479	2,928,355
June (3)	745,359,584	63,647,951	8.54%	8,147	15,911,988	3,186,755
<b>Total FY 2007/2008</b>	<b>\$9,131,096,473</b>	<b>\$760,150,699</b>	<b>8.32%</b>	<b>7,243</b>	<b>\$190,037,675</b>	<b>\$64,187,778</b>
<b>FY 2008/2009:</b>						
July 2008 (3)	\$851,147,029	\$72,761,126	8.55%	8,232	\$18,190,281	\$4,607,559
August (3)	865,943,484	72,814,217	8.41%	8,259	18,203,554	5,246,374
September (3)	729,460,139	56,472,086	7.74%	8,268	14,118,022	8,944,895
October (3)	720,513,124	57,091,243	7.92%	8,268	14,272,811	9,069,645
November (3)	642,292,044	54,489,809	8.48%	8,268	13,622,452	3,961,857
December (3)	543,271,359	44,889,143	8.26%	8,263	11,222,286	3,002,227
<b>Total FY 2008/2009</b>	<b>\$4,352,627,179</b>	<b>\$358,517,625</b>	<b>8.24%</b>	<b>8,261</b>	<b>\$89,629,406</b>	<b>\$34,832,557</b>

Notes:

1 – Monthly contributions are due to the State by the 15<sup>th</sup> of the following month.

2 – The operation of slot machines began at Foxwoods on January 16, 1993

- 3 – Foxwoods did not include the value of Free Play coupons redeemed by patrons at slot machines in its win amounts; however, the value of Free Play coupons wagered was included in the reported Handle. In addition, please be advised that the Casino Hold % column amounts may be understated and the Payout % column may be overstated as a result
- 4 – The slot handle for FY1992 has been estimated. The Mashantucket Pequot Tribe did not report slot handle for January and February, 1993.

Source: Connecticut Division of Special Revenue

**Figure 164: Mohegan Sun Slot Machine Data from October 12, 1996 to December 31, 2008**

MOHEGAN SUN							
Fiscal Year/Month	Handle	Win	Hold %	Payout %	Weighted Avg No Machines	Electronic Table Rake Amt (3)	Contributions to State of Connecticut (1)
<b>FY 1996/97:</b>							
October 1996	\$317,058,674	\$22,114,728	6.97%	93.03%	2,500		\$5,528,682
November	373,342,454	25,826,382	6.92%	93.08%	2,510		6,456,595
December	265,667,600	18,908,680	7.12%	92.88%	2,649		4,727,170
January 1997	321,125,204	23,487,813	7.31%	92.69%	2,663		7,287,553
February	315,683,974	24,941,606	7.90%	92.10%	2,672		8,000,000
March	327,230,493	26,645,217	8.14%	91.86%	2,685		8,000,000
April	329,132,796	26,717,497	8.12%	91.88%	2,686		8,000,000
May	382,257,142	30,779,264	8.05%	91.95%	2,856		1,855,297
June	343,387,318	28,211,367	8.22%	91.78%	2,962		7,788,539
<b>Total FY</b>	<b>\$2,974,885,654</b>	<b>\$227,632,554</b>	<b>7.65%</b>	<b>92.35%</b>	<b>2,692</b>		<b>\$57,643,836</b>
<b>FY 1997/98:</b>							
July 1997	\$372,003,918	\$30,113,644	8.09%	91.91%	2,963		\$2,528,411
August	414,123,372	34,196,717	8.26%	91.74%	2,965		8,549,179
September	351,655,972	28,067,335	7.98%	92.02%	2,962		7,016,834
October	386,424,116	30,932,336	8.00%	92.00%	2,966		7,733,084
November	369,812,126	29,856,444	8.07%	91.93%	2,976		7,464,111
December	335,319,958	27,274,655	8.13%	91.87%	2,998		6,818,664
January 1998	381,973,735	31,700,367	8.30%	91.70%	3,009		7,925,092
February	376,843,394	31,403,117	8.33%	91.67%	3,013		7,850,779
March	410,531,434	34,085,817	8.30%	91.70%	3,016		8,521,454
April	412,992,849	34,262,221	8.30%	91.70%	3,017		8,565,555
May	444,256,238	36,678,977	8.26%	91.74%	3,017		9,169,744
June	431,411,565	35,459,799	8.22%	91.78%	3,018		8,864,950
<b>Total FY</b>	<b>\$4,687,348,678</b>	<b>\$384,031,430</b>	<b>8.19%</b>	<b>91.81%</b>	<b>2,993</b>		<b>\$91,007,858</b>
<b>FY 1998/99:</b>							
July 1998	\$493,915,659	\$40,908,018	8.28%	91.72%	3,016		\$7,727,004
August	489,383,128	39,589,273	8.09%	91.91%	3,016		9,897,318
September	447,434,733	36,969,743	8.26%	91.74%	3,028		9,242,436
October	519,106,049	42,658,252	8.22%	91.78%	3,019		10,664,563
November	435,427,445	35,816,532	8.23%	91.77%	2,995		8,954,133
December	444,630,238	35,086,826	7.89%	92.11%	3,026		8,771,707
January 1999	419,356,937	33,233,742	7.92%	92.08%	3,026		8,308,435
February	474,438,974	38,913,032	8.20%	91.80%	3,030		9,728,258
March	492,240,464	39,335,426	7.99%	92.01%	3,026		9,833,857
April	522,066,875	42,307,588	8.10%	91.90%	3,026		10,576,897
May	525,126,786	40,659,505	7.74%	92.26%	3,026		10,164,876
June	500,451,086	38,323,238	7.66%	92.34%	3,024		9,580,810
<b>Total FY</b>	<b>\$5,763,578,372</b>	<b>\$463,801,176</b>	<b>8.05%</b>	<b>91.95%</b>	<b>3,022</b>		<b>\$113,450,294</b>

MOHEGAN SUN							Electronic	Contributions
Fiscal				Payout	Weighted	Table	to State of	
Year/Month	Handle	Win	Hold %	%	Avg No	Rake Amt	Connecticut	
					Machines	(3)	(1)	
<b>FY 1999/2000:</b>								
July 1999	\$612,430,873	\$49,183,520	8.03%	91.97%	3,024		\$9,795,880	
August	586,420,539	47,151,395	8.04%	91.96%	3,026		11,787,849	
September	511,127,324	41,576,528	8.13%	91.87%	3,026		10,394,132	
October	544,659,310	43,175,276	7.93%	92.07%	3,026		10,793,819	
November	507,833,541	39,708,826	7.82%	92.18%	3,026		9,927,207	
December	505,175,349	40,602,504	8.04%	91.96%	3,026		10,150,626	
January 2000	486,431,662	38,951,621	8.01%	91.99%	3,026		9,737,905	
February	539,849,615	43,373,458	8.03%	91.97%	3,029		10,843,364	
March	584,611,081	48,404,612	8.28%	91.72%	3,027		12,101,153	
April	573,412,669	45,523,688	7.94%	92.06%	3,027		11,380,922	
May	559,967,776	45,338,191	8.10%	91.90%	3,028		11,334,548	
June	573,299,167	46,010,500	8.03%	91.97%	3,028		11,502,625	
Total FY	\$6,585,218,904	\$529,000,120	8.03%	91.97%	3,027		\$129,750,030	
<b>FY 2000/2001:</b>								
July 2000	\$661,729,134	\$52,157,816	7.88%	92.12%	3,031		\$13,039,454	
August	606,400,719	49,673,653	8.19%	91.81%	3,031		12,418,413	
September	574,866,210	47,366,494	8.24%	91.76%	3,031		11,841,623	
October	569,411,720	45,768,235	8.04%	91.96%	3,032		11,442,059	
November	528,806,587	43,284,502	8.19%	91.81%	3,035		10,821,126	
December	528,374,747	42,924,323	8.12%	91.88%	3,035		10,731,081	
January 2001	515,515,809	39,726,218	7.71%	92.29%	3,035		9,931,555	
February	548,246,845	44,859,061	8.18%	91.82%	3,031		11,214,765	
March	600,610,963	50,636,013	8.43%	91.57%	3,028		12,659,003	
April	601,928,922	48,424,461	8.04%	91.96%	3,304		12,106,115	
May	610,342,002	49,536,588	8.12%	91.88%	3,665		12,384,147	
June	613,226,736	52,580,801	8.57%	91.43%	3,665		13,145,200	
Total FY	\$6,959,460,393	\$566,938,166	8.15%	91.85%	3,159		\$141,734,541	
<b>FY 2001/2002:</b>								
July 2001	\$651,965,462	\$52,246,521	8.01%	91.99%	3,665		\$13,061,630	
August	642,478,594	54,352,765	8.46%	91.54%	3,665		13,588,191	
September	634,051,342	54,017,880	8.52%	91.48%	4,175		13,504,470	
October	688,566,467	56,062,409	8.14%	91.86%	6,219		14,015,602	
November	668,083,874	57,257,291	8.57%	91.43%	6,219		14,314,323	
December	702,595,215	58,571,813	8.34%	91.66%	6,219		14,642,953	
January 2002	613,811,779	48,048,464	7.83%	92.17%	6,217		12,012,116	
February	681,991,294	55,122,363	8.08%	91.92%	6,204		13,780,591	
March	737,206,612	61,583,105	8.35%	91.65%	6,198		15,395,776	
April	712,162,354	58,334,023	8.19%	91.81%	6,198		14,583,506	
May	770,959,518	62,423,709	8.10%	91.90%	6,198		15,605,927	

<b>MOHEGAN SUN</b>							
<b>Fiscal Year/Month</b>	<b>Handle</b>	<b>Win</b>	<b>Hold %</b>	<b>Payout %</b>	<b>Weighted Avg No Machines</b>	<b>Electronic Table Rake Amt (3)</b>	<b>Contributions to State of Connecticut (1)</b>
June	760,295,625	61,643,480	8.11%	91.89%	6,199		15,410,870
<b>Total FY</b>	<b>\$8,264,168,135</b>	<b>\$679,663,824</b>	<b>8.22%</b>	<b>91.78%</b>	<b>5,609</b>		<b>\$169,915,956</b>
<b>FY 2002/2003:</b>							
July 2002	\$843,500,742	\$66,729,657	7.91%	92.09%	6,200		\$16,682,414
August	879,393,472	72,495,992	8.24%	91.76%	6,201		18,123,998
September	781,613,551	60,601,601	7.75%	92.25%	6,201		15,150,400
October	755,336,012	59,917,595	7.93%	92.07%	6,201		14,979,399
November	790,469,893	61,769,045	7.81%	92.19%	6,201		15,442,261
December	799,064,535	62,112,276	7.77%	92.23%	6,201		15,528,069
January 2003	755,983,685	56,914,049	7.53%	92.47%	6,201		14,228,512
February	704,911,367	56,260,649	7.98%	92.02%	6,201		14,065,162
March	820,155,889	67,485,001	8.23%	91.77%	6,164		16,871,250
April	768,893,246	63,787,752	8.30%	91.70%	6,125		15,946,938
May	845,057,812	70,125,219	8.30%	91.70%	6,117		17,531,305
June	823,576,764	65,616,941	7.97%	92.03%	6,073		16,404,235
<b>Total FY</b>	<b>\$9,567,956,966</b>	<b>\$763,815,776</b>	<b>7.98%</b>	<b>92.02%</b>	<b>6,173</b>		<b>\$190,953,944</b>
<b>FY 2003/2004:</b>							
July 2003	\$863,751,158	\$72,768,856	8.42%	91.58%	6,039		\$18,192,214
August	925,318,977	75,807,891	8.19%	91.81%	6,039		18,951,973
September	801,846,779	64,076,444	7.99%	92.01%	6,039		16,019,111
October	812,478,659	68,301,160	8.41%	91.59%	6,039		17,075,290
November	831,655,142	66,729,665	8.02%	91.98%	6,182		16,682,416
December	817,805,454	66,080,831	8.08%	91.92%	6,220		16,520,208
January 2004	809,211,488	64,532,845	7.97%	92.03%	6,245		16,133,211
February	841,224,710	68,822,940	8.18%	91.82%	6,248		17,205,735
March	828,223,119	67,539,794	8.15%	91.85%	6,252		16,884,949
April	852,949,553	70,540,039	8.27%	91.73%	6,252		17,635,010
May	887,773,437	71,643,079	8.07%	91.93%	6,252		17,910,770
June	837,643,964	66,559,993	7.95%	92.05%	6,252		16,639,998
<b>Total FY</b>	<b>\$10,109,882,439</b>	<b>\$823,403,536</b>	<b>8.14%</b>	<b>91.86%</b>	<b>6,171</b>		<b>\$205,850,884</b>
<b>FY 2004/2005:</b>							
July 2004	\$971,316,420	\$78,469,540	8.08%	91.92%	6,252		\$19,617,385
August	930,183,853	72,423,414	7.79%	92.21%	6,250		18,105,854
September	873,953,919	71,169,073	8.14%	91.86%	6,252		17,792,268
October	878,861,644	71,609,274	8.15%	91.85%	6,237		17,902,319
November	809,819,887	64,760,579	8.00%	92.00%	6,235		16,190,145
December	875,041,469	71,955,038	8.22%	91.78%	6,254		17,988,759
January 2005	760,953,164	62,493,014	8.21%	91.79%	6,272		15,623,253
February	768,367,988	68,057,330	8.86%	91.14%	6,272		17,014,333
March	805,056,431	70,307,786	8.73%	91.27%	6,273		17,576,946

MOHEGAN SUN							Electronic	Contributions
Fiscal				Payout	Weighted	Table	to State of	
Year/Month	Handle	Win	Hold %	%	Avg No	Rake Amt	Connecticut	
					Machines	(3)	(1)	
April	861,961,655	76,561,999	8.88%	91.12%	6,228		19,140,500	
May	851,004,033	73,346,085	8.62%	91.38%	6,205		18,336,521	
June	822,677,686	70,384,644	8.56%	91.44%	6,205		17,596,161	
<b>Total FY</b>	<b>\$10,209,198,149</b>	<b>\$851,537,777</b>	<b>8.34%</b>	<b>91.66%</b>	<b>6,243</b>		<b>\$212,884,444</b>	
<b>FY 2005/2006:</b>								
July 2005	\$951,283,400	\$80,142,688	8.42%	91.58%	6,205		\$20,035,672	
August	914,580,175	76,336,412	8.35%	91.65%	6,204		19,084,103	
September	882,406,944	74,951,747	8.49%	91.51%	6,204		18,737,937	
October	891,557,275	74,785,571	8.39%	91.61%	6,204		18,696,393	
November	816,438,537	67,218,392	8.23%	91.77%	6,204		16,804,598	
December	873,362,735	74,188,635	8.49%	91.51%	6,203		18,547,159	
January 2006	815,047,460	70,525,912	8.65%	91.35%	6,202		17,631,478	
February	786,234,400	68,919,596	8.77%	91.23%	6,202		17,229,899	
March	869,571,635	77,272,007	8.89%	91.11%	6,202		19,318,002	
April	879,670,507	76,085,657	8.65%	91.35%	6,202		19,021,414	
May	911,411,366	78,050,843	8.56%	91.44%	6,202		19,512,711	
June	857,828,884	73,605,844	8.58%	91.42%	6,200		18,401,461	
<b>Total FY</b>	<b>\$10,449,393,318</b>	<b>\$892,083,304</b>	<b>8.54%</b>	<b>91.46%</b>	<b>6,203</b>		<b>\$223,020,826</b>	
<b>FY 2006/2007:</b>								
July 2006	\$989,421,364	\$84,144,663	8.50%	91.50%	6,199		\$21,036,166	
August	950,685,348	82,053,842	8.63%	91.37%	6,199		20,513,461	
September	898,757,420	78,186,609	8.70%	91.30%	6,199		19,546,652	
October	885,885,380	74,348,429	8.39%	91.61%	6,197		18,587,107	
November	842,706,491	73,284,092	8.70%	91.30%	6,179		18,321,023	
December	946,605,535	81,188,236	8.58%	91.42%	6,178		20,297,059	
January 2007	817,142,742	70,542,431	8.63%	91.37%	6,179		17,635,608	
February	807,197,116	71,335,213	8.84%	91.16%	6,157		17,833,803	
March	893,294,110	77,887,435	8.72%	91.28%	5,984		19,471,859	
April	855,254,558	73,865,149	8.64%	91.36%	5,969		18,466,287	
May	868,563,684	75,012,966	8.64%	91.36%	5,923		18,753,242	
June	860,814,708	74,532,754	8.66%	91.34%	5,925		18,633,188	
<b>Total FY</b>	<b>\$10,616,328,457</b>	<b>\$916,381,818</b>	<b>8.63%</b>	<b>91.37%</b>	<b>6,107</b>		<b>\$229,095,455</b>	
<b>FY 2007/2008:</b>								
July 2007	\$1,012,605,785	\$88,861,114	8.78%	91.22%	5,902		\$22,215,278	
August	937,808,080	83,527,206	8.91%	91.09%	5,955		20,881,802	
September	873,314,549	77,266,290	8.85%	91.15%	6,181		19,316,572	
October	821,521,436	71,918,236	8.75%	91.25%	6,183		17,979,559	
November (2)	814,349,379	70,474,067	8.65%	91.35%	6,183	\$48,319	17,630,596	
December (2) (3)	788,633,148	65,928,704	8.36%	91.64%	6,188	57,861	16,496,641	
January 2008 (2)	834,387,539	68,256,267	8.18%	91.82%	6,192	67,306	17,080,893	

<b>MOHEGAN SUN</b>							
<b>Fiscal Year/Month</b>	<b>Handle</b>	<b>Win</b>	<b>Hold %</b>	<b>Payout %</b>	<b>Weighted Avg No Machines</b>	<b>Electronic Table Rake Amt (3)</b>	<b>Contributions to State of Connecticut (1)</b>
<b>February (2) (3)</b>	815,848,744	68,970,384	8.45%	91.55%	6,172	53,739	17,256,031
<b>March (2) (3)</b>	915,520,205	76,771,503	8.39%	91.61%	6,119	61,098	19,208,150
<b>April (2) (3)</b>	831,401,845	70,146,469	8.44%	91.56%	5,970	49,715	17,549,046
<b>May (2) (3)</b>	862,203,279	75,142,645	8.72%	91.28%	5,954	38,965	18,795,402
<b>June (2) (3)</b>	804,717,941	67,828,998	8.43%	91.57%	5,998	24,307	16,963,326
<b>Total FY</b>	<b>\$10,312,311,929</b>	<b>\$885,091,882</b>	<b>8.58%</b>	<b>91.42%</b>	<b>6,084</b>	<b>\$401,309</b>	<b>\$221,373,298</b>
<b>FY 2008/2009:</b>							
<b>July 2008 (2) (3)</b>	\$893,675,669	\$75,876,607	8.49%	91.51%	6,078	\$22,320	\$18,974,732
<b>August (2) (3)</b>	948,185,318	77,540,393	8.18%	91.82%	6,143	19,868	19,390,065
<b>September (2)</b>	780,520,738	67,004,290	8.58%	91.42%	6,739	0	16,751,073
<b>October (2)</b>	760,939,428	65,406,905	8.60%	91.40%	6,743	0	16,351,726
<b>November (2)</b>	808,521,714	66,786,875	8.26%	91.74%	6,743	0	16,696,719
<b>December (2)</b>	734,750,207	63,141,690	8.59%	91.41%	6,744	0	15,785,422
<b>Total FY</b>	<b>\$4,926,593,075</b>	<b>\$415,756,760</b>	<b>8.44%</b>	<b>91.56%</b>	<b>6,529</b>	<b>\$42,188</b>	<b>\$103,949,737</b>

Source: Connecticut Division of Special Revenue

Notes:

- (1) Monthly contributions are due to the State by the 15th of the following month.
- (2) Mohegan Sun did not include the value of E-Bonus credits redeemed by patrons at slot machines in its video facsimile devices Win amounts; however, the value of E-Bonus credits wagered was included in the reported Handle. In addition, please be advised that the Casino Hold % column amounts may be understated and the Payout % column amounts may be overstated as a result of this.
- (3) The Mohegan Sun Casino officially opened on Saturday, October 12, 1996. On October 8-10, video facsimile / slot machines were available for actual play during pre-opening charitable gaming nights.
- (4) Beginning with the month of May 2001, Mohegan Sun Casino reports video facsimile/slot machine win on an accrual basis, reflecting data captured and reported by an on-line slot accounting system. Reports were previously prepared on a cash basis, based on the coin and currency removed from the machines on each gaming day.

## Appendix B: Distribution of Gaming Proceeds

Figure 165: Fiscal 2007 Mashantucket Pequot & Mohegan fund Distribution

<u>Town</u>	<u>Amount</u>	<u>Percent of total</u>	<u>Per capita payment</u>	<u>Population</u>
Andover	\$32,356	0.04%	\$10.17	3,181
Ansonia	\$254,781	0.28%	\$13.73	18,550
Ashford	\$51,131	0.06%	\$11.48	4,453
Avon	\$34,718	0.04%	\$2.00	17,333
Barkhamsted	\$35,440	0.04%	\$9.67	3,665
Beacon Falls	\$46,863	0.05%	\$8.12	5,770
Berlin	\$92,289	0.10%	\$4.56	20,254
Bethany	\$39,194	0.04%	\$7.04	5,566
Bethel	\$83,125	0.09%	\$4.49	18,514
Bethlehem	\$31,381	0.03%	\$8.84	3,549
Bloomfield	\$243,603	0.27%	\$11.77	20,693
Bolton	\$43,064	0.05%	\$8.42	5,116
Bozrah	\$30,977	0.03%	\$12.67	2,444
Branford	\$102,827	0.11%	\$3.55	28,984
Bridgeport	\$9,567,311	10.52%	\$69.99	136,695
Bridgewater	\$20,736	0.02%	\$11.01	1,884
Bristol	\$914,392	1.01%	\$15.01	60,911
Brookfield	\$43,283	0.05%	\$2.64	16,413
Brooklyn	\$286,382	0.31%	\$36.32	7,886
Burlington	\$44,093	0.05%	\$4.82	9,143
Canaan	\$20,888	0.02%	\$19.09	1,094
Canterbury	\$63,079	0.07%	\$12.37	5,100
Canton	\$50,794	0.06%	\$5.04	10,086
Chaplin	\$128,069	0.14%	\$50.66	2,528
Cheshire	\$2,742,895	3.02%	\$95.13	28,833
Chester	\$29,134	0.03%	\$7.60	3,834
Clinton	\$72,410	0.08%	\$5.33	13,578
Colchester	\$117,495	0.13%	\$7.58	15,495
Colebrook	\$23,468	0.03%	\$15.35	1,529
Columbia	\$39,714	0.04%	\$7.45	5,331
Cornwall	\$19,957	0.02%	\$13.48	1,480
Coventry	\$88,183	0.10%	\$7.23	12,192
Cromwell	\$90,372	0.10%	\$6.67	13,552
Danbury	\$1,468,568	1.62%	\$18.54	79,226
Darien	\$22,140	0.02%	\$1.09	20,246



<u>Town</u>	<u>Amount</u>	<u>Percent of total</u>	<u>Per capita payment</u>	<u>Population</u>
Deep River	\$30,833	0.03%	\$6.60	4,673
Derby	\$393,571	0.43%	\$31.65	12,434
Durham	\$40,183	0.04%	\$5.43	7,397
Eastford	\$29,993	0.03%	\$16.77	1,789
East Granby	\$35,141	0.04%	\$6.86	5,122
East Haddam	\$49,906	0.05%	\$5.64	8,852
East Hampton	\$102,921	0.11%	\$8.20	12,548
East Hartford	\$475,771	0.52%	\$9.77	48,697
East Haven	\$265,505	0.29%	\$9.27	28,632
East Lyme	\$494,116	0.54%	\$26.44	18,690
Easton	\$22,702	0.02%	\$3.08	7,366
East Windsor	\$78,968	0.09%	\$7.44	10,617
Ellington	\$92,045	0.10%	\$6.38	14,426
Enfield	\$2,180,266	2.40%	\$48.44	45,011
Essex	\$28,437	0.03%	\$4.21	6,753
Fairfield	\$504,759	0.56%	\$8.77	57,548
Farmington	\$140,290	0.15%	\$5.59	25,084
Franklin	\$31,474	0.03%	\$16.64	1,891
Glastonbury	\$71,599	0.08%	\$2.16	33,169
Goshen	\$23,689	0.03%	\$7.48	3,168
Granby	\$49,844	0.05%	\$4.44	11,215
Greenwich	\$159,262	0.18%	\$2.57	61,871
Griswold	\$155,402	0.17%	\$13.64	11,390
Groton	\$2,070,289	2.28%	\$48.92	42,324
Guilford	\$58,215	0.06%	\$2.60	22,373
Haddam	\$41,983	0.05%	\$5.38	7,800
Hamden	\$1,446,086	1.59%	\$25.06	57,698
Hampton	\$34,173	0.04%	\$16.13	2,118
Hartford	\$9,900,322	10.89%	\$79.48	124,563
Hartland	\$25,300	0.03%	\$12.18	2,077
Harwinton	\$37,328	0.04%	\$6.71	5,564
Hebron	\$51,267	0.06%	\$5.55	9,232
Kent	\$22,647	0.02%	\$7.67	2,952
Killingly	\$247,817	0.27%	\$13.99	17,710
Killingworth	\$31,374	0.03%	\$4.87	6,443
Lebanon	\$69,086	0.08%	\$9.39	7,354
Ledyard	\$1,020,922	1.12%	\$67.62	15,097
Lisbon	\$54,320	0.06%	\$12.92	4,205
Litchfield	\$47,185	0.05%	\$5.44	8,671

<b>Town</b>	<b>Amount</b>	<b>Percent of total</b>	<b>Per capita payment</b>	<b>Population</b>
Lyme	\$20,314	0.02%	\$9.79	2,076
Madison	\$40,661	0.04%	\$2.16	18,793
Manchester	\$923,675	1.02%	\$16.54	55,857
Mansfield	\$612,032	0.67%	\$24.60	24,884
Marlborough	\$36,090	0.04%	\$5.68	6,351
Meriden	\$1,399,571	1.54%	\$23.63	59,225
Middlebury	\$34,723	0.04%	\$4.79	7,252
Middlefield	\$38,472	0.04%	\$9.06	4,248
Middletown	\$1,935,208	2.13%	\$40.50	47,778
Milford	\$616,123	0.68%	\$11.11	55,445
Monroe	\$66,641	0.07%	\$3.43	19,402
Montville	\$2,482,677	2.73%	\$125.74	19,744
Morris	\$24,638	0.03%	\$10.51	2,345
Naugatuck	\$341,189	0.38%	\$10.69	31,931
New Britain	\$3,546,406	3.90%	\$50.19	70,664
New Canaan	\$21,498	0.02%	\$1.08	19,890
New Fairfield	\$46,231	0.05%	\$3.28	14,100
New Hartford	\$44,712	0.05%	\$6.64	6,736
New Haven	\$10,619,837	11.68%	\$85.69	123,932
Newington	\$239,731	0.26%	\$9.25	26,790
New London	\$2,690,543	2.96%	\$103.79	25,923
New Milford	\$146,892	0.16%	\$4.96	28,439
Newtown	\$1,099,294	1.21%	\$41.03	26,790
Norfolk	\$30,006	0.03%	\$18.16	1,652
North Branford	\$74,925	0.08%	\$5.20	14,406
North Canaan	\$49,080	0.05%	\$14.64	3,352
North Haven	\$244,599	0.27%	\$10.19	24,002
North Stonington	\$879,945	0.97%	\$168.83	5,212
Norwalk	\$1,321,765	1.45%	\$15.84	83,456
Norwich	\$2,523,760	2.78%	\$69.27	36,432
Old Lyme	\$32,630	0.04%	\$4.42	7,384
Old Saybrook	\$37,224	0.04%	\$3.53	10,539
Orange	\$35,883	0.04%	\$2.60	13,813
Oxford	\$59,697	0.07%	\$4.77	12,527
Plainfield	\$259,623	0.29%	\$16.80	15,450
Plainville	\$141,327	0.16%	\$8.22	17,193
Plymouth	\$126,905	0.14%	\$10.57	12,011
Pomfret	\$40,535	0.04%	\$9.73	4,165
Portland	\$62,780	0.07%	\$6.58	9,537

<b>Town</b>	<b>Amount</b>	<b>Percent of total</b>	<b>Per capita payment</b>	<b>Population</b>
Preston	\$1,304,991	1.44%	\$266.22	4,902
Prospect	\$63,956	0.07%	\$6.90	9,273
Putnam	\$194,104	0.21%	\$20.89	9,292
Redding	\$23,675	0.03%	\$2.68	8,840
Ridgefield	\$31,399	0.03%	\$1.32	23,872
Rocky Hill	\$431,271	0.47%	\$22.93	18,808
Roxbury	\$18,673	0.02%	\$8.05	2,319
Salem	\$39,323	0.04%	\$9.59	4,102
Salisbury	\$18,474	0.02%	\$4.63	3,987
Scotland	\$35,467	0.04%	\$20.56	1,725
Seymour	\$124,995	0.14%	\$7.70	16,240
Sharon	\$21,378	0.02%	\$7.07	3,022
Shelton	\$124,513	0.14%	\$3.11	40,011
Sherman	\$22,939	0.03%	\$5.58	4,110
Simsbury	\$62,181	0.07%	\$2.63	23,659
Somers	\$1,886,563	2.07%	\$173.88	10,850
Southbury	\$64,075	0.07%	\$3.26	19,678
Southington	\$258,948	0.28%	\$6.14	42,142
South Windsor	\$105,535	0.12%	\$4.07	25,940
Sprague	\$52,823	0.06%	\$17.72	2,981
Stafford	\$187,623	0.21%	\$15.92	11,786
Stamford	\$1,427,503	1.57%	\$12.05	118,475
Sterling	\$56,073	0.06%	\$15.05	3,725
Stonington	\$67,330	0.07%	\$3.67	18,343
Stratford	\$239,737	0.26%	\$4.89	49,015
Suffield	\$2,465,268	2.71%	\$163.22	15,104
Thomaston	\$69,883	0.08%	\$8.94	7,818
Thompson	\$109,250	0.12%	\$11.84	9,231
Tolland	\$78,720	0.09%	\$5.38	14,631
Torrington	\$525,888	0.58%	\$14.83	35,451
Trumbull	\$78,197	0.09%	\$2.25	34,752
Union	\$31,699	0.03%	\$42.21	751
Vernon	\$339,954	0.37%	\$11.48	29,620
Voluntown	\$159,459	0.18%	\$61.05	2,612
Wallingford	\$302,968	0.33%	\$6.78	44,679
Warren	\$20,235	0.02%	\$14.62	1,384
Washington	\$20,014	0.02%	\$5.45	3,671
Waterbury	\$4,713,130	5.18%	\$43.98	107,174
Waterford	\$87,177	0.10%	\$4.64	18,775

<b>Town</b>	<b>Amount</b>	<b>Percent of total</b>	<b>Per capita payment</b>	<b>Population</b>
<b>Watertown</b>	\$151,669	0.17%	\$6.85	22,128
<b>Westbrook</b>	\$31,845	0.04%	\$4.81	6,618
<b>West Hartford</b>	\$411,684	0.45%	\$6.81	60,486
<b>West Haven</b>	\$854,138	0.94%	\$16.21	52,676
<b>Weston</b>	\$18,202	0.02%	\$1.78	10,200
<b>Westport</b>	\$22,985	0.03%	\$0.87	26,508
<b>Wethersfield</b>	\$338,444	0.37%	\$13.13	25,781
<b>Willington</b>	\$59,699	0.07%	\$9.72	6,139
<b>Wilton</b>	\$23,757	0.03%	\$1.34	17,715
<b>Winchester</b>	\$133,670	0.15%	\$12.44	10,748
<b>Windham</b>	\$1,329,175	1.46%	\$56.14	23,678
<b>Windsor</b>	\$210,438	0.23%	\$7.32	28,754
<b>Windsor Locks</b>	\$686,429	0.75%	\$54.95	12,491
<b>Wolcott</b>	\$122,950	0.14%	\$7.49	16,407
<b>Woodbridge</b>	\$25,931	0.03%	\$2.82	9,201
<b>Woodbury</b>	\$37,369	0.04%	\$3.87	9,654
<b>Woodstock</b>	\$60,279	0.07%	\$7.36	8,188
	\$90,922,000	100.00%		

Source: Office of Fiscal Analysis, General Assembly; US Census 2007 Population Estimates

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## Appendix C: Survey Questionnaire

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Following are the questions asked of participants in the Spectrum Gaming Group survey; both English and Spanish versions are provided.

### Appendix A – Questionnaire (English)

INT1. Hello, my name is \$I and I am calling from University of Connecticut Center for Survey Research. I want to assure you that we're not selling anything. We are conducting a survey for the State of Connecticut about people's attitudes toward gambling. In order to interview the right person, I need to speak with the MALE IN THE HOUSEHOLD OVER 18 WHO HAS HAD THE MOST RECENT BIRTHDAY. (IF RELUCTANT: The results of this survey are for a very important study and by participating the results will be more accurate. Your number was randomly selected by a computer. All of your answers will be kept strictly confidential and will only be used for reporting purposes. You may refuse to answer any question that makes you uncomfortable.

---

IQA1. I would like to ask about your experience with various kinds of gambling. By gambling, I mean placing a bet on the outcome of a race, buying a lottery ticket, betting on a sporting event or at a casino, playing the stock market or playing a game - including for charity - in which you might win or lose money. First, I would like to ask you about some popular activities.

Continue ..... 01 D

---

QAA1. Have you ever gambled?

Yes..... 01  
No ..... 02 => QA1  
Don't Know..... 98 => QA1  
Refused..... 99 => QA1

---

QAA1A. Have you gambled in the past 12 months?

Yes..... 01  
No ..... 02  
Don't Know..... 98  
Refused..... 99

---

QA1. Have you ever gambled at a casino? (IF NECESSARY: A casino is a large gambling hall with many different kinds of games, for example, in a resort hotel or in a gambling hall on a riverboat or cruise ship.)

Yes..... 01  
No ..... 02 => QA2  
Don't Know..... 98 => QA2  
Refused..... 99 => QA2

---

QA1A. About how often did you gamble at a casino in the past 12 months? (READ CHOICES 1-6)

Daily (30+ times per month).....	01	
Several times a week (6 - 29 times per month).....	02	
Several times a month (3 - 5 times per month).....	03	
Once a month or less (6 - 12 times per year).....	04	
Only a few days all year (1 - 5 times per year).....	05	
Not at all in the past 12 months (0 times).....	06	=> QA2
Don't Know.....	98	=> QA2
Refused.....	99	=> QA2

---

QA1B. When you gamble at a casino, what game do you usually play? (ASK OPEN ENDED, CODE INTO CATEGORIES)

Card games such as blackjack or poker.....	01	
Other table games, such as roulette or craps.....	02	
Slot machines.....	03	
Other video games, such as video poker.....	04	
Keno-type games.....	05	
Sports betting.....	06	
Horse or dog race betting.....	07	
Bingo.....	08	
Pull-tabs.....	09	
Other (Specify).....	80	O
Don't Know.....	98	
Refused.....	99	

---

QA1C. When you visit a casino, what city or geographic location do you visit most often? (ASK OPEN ENDED, CODE INTO CATEGORIES)

Las Vegas, Laughlin or Reno, Nevada.....	01	
Atlantic City, New Jersey.....	02	
Gulf Coast, Mississippi.....	03	
Somewhere in Connecticut.....	04	
Other (Specify).....	80	O
Don't Know.....	98	
Refused.....	99	

---

QA1D. Approximately how much did you spend per month when you gambled in a casino in the past 12 months? (IF NECESSARY: Your best estimate will do.)

RECORD DOLLAR AMOUNT PER MONTH.....	01	O
Don't Know.....	98	
Refused.....	99	

---

QA2. Have you ever gambled on a gaming machine outside of a casino, such as a slot machine, or video poker or keno at a bar, convenience store, race track or other location? (NOTE: This includes video lottery terminals and other games where one plays against the machine. These do not include internet gambling, pull tabs or games where only side bets are made on the outcome of a game with an acquaintance)

Yes.....	01	
No.....	02	=> QA3
Don't Know.....	98	=> QA3
Refused.....	99	=> QA3

QA2A. About how often did you gamble on a gaming machine outside of a casino in the past 12 months? (READ CHOICES 1-6)

Daily (30+ times per month).....	01	
Several times a week (6 - 29 times per month).....	02	
Several times a month (3 - 5 times per month).....	03	
Once a month or less (6 - 12 times per year).....	04	
Only a few days all year (1 - 5 times per year).....	05	
Not at all in the past 12 months (0 times).....	06	=> QA3
Don't Know.....	98	=> QA3
Refused.....	99	=> QA3

QA2B. When you gamble on a gaming machine outside of a casino, where do you usually play? (ASK OPEN ENDED, CODE INTO CATEGORIES)

Bar or tavern.....	01	
Race track/ Racino.....	02	
Dog track/ Kennel Club.....	03	
Convenience store.....	04	
Restaurant or lounge.....	05	
Grocery store or laundromat.....	06	
Private club.....	07	
Social/fraternal organization.....	08	
Truck stop.....	09	
Bingo hall.....	10	
Pool hall or billiard parlor.....	11	
Other (Specify).....	80	O
Don't Know.....	98	
Refused.....	99	

QA2C. Approximately how much did you spend per month when you gambled on a gaming machine outside of a casino in the past 12 months? (IF NECESSARY: Your best estimate will do.)

RECORD DOLLAR AMOUNT PER MONTH.....	01	O
Don't Know.....	98	
Refused.....	99	

QA3. Have you ever spent money on lottery games like Powerball (multi-state), Classic Lotto, Instant Lottery (e.g. Cash 5), Daily Numbers (e.g. Play3 Day/Night, Play4 Day/Night), or other daily games or instant tickets like Scratchers?

Yes.....	01	
No.....	02	=> QA4
Don't Know.....	98	=> QA4
Refused.....	99	=> QA4

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QA3A. About how often did you play a lottery game in the past 12 months? (READ CHOICES 1-6)

Daily (30+ times per month).....	01	
Several times a week (6 - 29 times per month).....	02	
Several times a month (3 - 5 times per month).....	03	
Once a month or less (6 - 12 times per year).....	04	
Only a few days all year (1 - 5 times per year).....	05	
Not at all in the past 12 months (0 times).....	06	=> QA4
Don't Know.....	98	=> QA4
Refused.....	99	=> QA4

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QA3B. When you play the lottery, what kind of lottery tickets do you usually buy? (ASK OPEN ENDED, CODE INTO CATEGORIES) (ACCEPT UP TO 6 RESPONSES)

Instant Lottery (Cash 5).....	01	
Powerball.....	02	
Daily Numbers.....	03	
Classic Lotto.....	04	
Scratchers.....	05	
Other (Specify).....	80	O
Don't Know.....	98	X
Refused.....	99	X

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QA3BA. DO NOT ASK: IF RESPONDENT BUYS SCRATCH GAMES, CODE 01. IF NOT, CODE 02

Buys scratch games.....	01
Does not buy scratch games.....	02

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QA3E. Approximately how much did you spend per month when you played lottery games in the past 12 months? (IF NECESSARY: Your best estimate will do.)

RECORD DOLLAR AMOUNT PER MONTH.....	01	O
Don't Know.....	98	
Refused.....	99	

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QA3G. What is the denomination of Instant lottery tickets that you typically buy? (ASK OPEN ENDED) (ACCEPT UP TO 12 RESPONSES)

One dollar.....	01	
Two dollars.....	02	
Three dollars.....	03	
Five dollars.....	04	
Seven dollars.....	05	
Ten dollars.....	06	
Twenty dollars.....	07	
Thirty dollars.....	08	
Fifty dollars.....	09	
One Hundred dollars.....	10	
Whatever the new game is (non-specific).....	11	
Other (Specify).....	80	O
Don't Know.....	98	X
Refused.....	99	X



QA3H. What is the minimum Classic Lotto jackpot necessary before you would be willing to play? (ASK OPEN ENDED, RECORD DOLLAR AMOUNT) (PROBE: If Don't Know or Refused, read ranges to the respondent and code accordingly)

RECORD AMOUNT .....	01	O
\$1 million.....	02	
\$1-2 million .....	03	
\$2-4 million .....	04	
\$4 million or more .....	05	
Don't Know.....	98	
Refused.....	99	

QA3I. What is the minimum Powerball jackpot necessary before you would be willing to play? (ASK OPEN ENDED, RECORD DOLLAR AMOUNT) (PROBE: If Don't Know or Refused, read ranges to the respondent and code accordingly)

RECORD AMOUNT .....	01	O
\$15 million.....	02	
\$16-30 million .....	03	
\$31-49 million .....	04	
\$50-99 million .....	05	
\$100-149 million .....	06	
\$150 million or more .....	07	
Don't Know.....	98	
Refused.....	99	

«QA3I »

«O\_QA3I »

QA4. Have you ever spent money on illegal numbers games such as Bolita, Policy or other? (NOTE: This refers to any type of non-sanctioned lottery game)

Yes.....	01	
No .....	02	=> QA5
Don't Know.....	98	=> QA5
Refused.....	99	=> QA5

QA4A. About how often did you play Bolita, Policy or an illegal numbers game in the past 12 months? (READ CHOICES 1-6)

Daily (30+ times per month).....	01	
Several times a week (6 - 29 times per month).....	02	
Several times a month (3 - 5 times per month).....	03	
Once a month or less (6 - 12 times per year) .....	04	
Only a few days all year (1 - 5 times per year).....	05	
Not at all in the past 12 months (0 times) .....	06	=> QA5
Don't Know.....	98	=> QA5
Refused.....	99	=> QA5

QA4C. About how much did you spend per month when you played Bolita, Policy, or an illegal numbers game in the past 12 months? (IF NECESSARY: Your best estimate will do.)

RECORD DOLLAR AMOUNT PER MONTH.....	01	O
Don't Know.....	98	
Refused.....	99	

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QA5. Have you ever placed a bet on a horse race? (NOTE: This includes betting with a bookie)

Yes.....	01	
No.....	02	=> QA5F
Don't Know.....	98	=> QA5F
Refused.....	99	=> QA5F

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QA5A. About how often did you bet on a horse in the past 12 months? (READ CHOICES 1-6)

Daily (30+ times per month).....	01	
Several times a week (6 - 29 times per month).....	02	
Several times a month (3 - 5 times per month).....	03	
Once a month or less (6 - 12 times per year).....	04	
Only a few days all year (1 - 5 times per year).....	05	
Not at all in the past 12 months (0 times).....	06	=> QA5F
Don't Know.....	98	=> QA5F
Refused.....	99	=> QA5F

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QA5B. When you gamble on horse races, do you usually do so at a... (READ CHOICES 1-5)

Racetrack/ Racino.....	01	
OTB (off-track-betting) facility in Connecticut.....	02	
OTB facility outside Connecticut.....	03	
Casino.....	04	
Or somewhere else (Specify).....	80	O
Don't Know.....	98	
Refused.....	99	

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QA5D. About how much did you spend per month when you bet on horse races in the past 12 months? (IF NECESSARY: Your best estimate will do.)

RECORD DOLLAR AMOUNT PER MONTH.....	01	O
Don't Know.....	98	
Refused.....	99	

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---

QA5F. Have you ever placed a bet on a dog (greyhound) race? (NOTE: This includes betting with a bookie)

Yes.....	01	
No.....	02	=> QA6
Don't Know.....	98	=> QA6
Refused.....	99	=> QA6

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QA5G. About how often did you bet on a dog (greyhound) race in the past 12 months?  
(READ CHOICES 1-6)

Daily (30+ times per month).....	01	
Several times a week (6 - 29 times per month).....	02	
Several times a month (3 - 5 times per month).....	03	
Once a month or less (6 - 12 times per year) .....	04	
Only a few days all year (1 - 5 times per year).....	05	
Not at all in the past 12 months (0 times).....	06	=> QA6
Don't Know.....	98	=> QA6
Refused.....	99	=> QA6

---

QA5H. When you gamble on dog (greyhound) races, do you usually do so at a... (READ CHOICES 1-5)

Racetrack/ Racino.....	01	
OTB (off-track-betting) facility in Connecticut.....	02	
OTB facility outside Connecticut .....	03	
Casino.....	04	
Or somewhere else (Specify).....	80	O
Don't Know.....	98	
Refused.....	99	

---

QA5J. About how much did you spend per month when you bet on dog races in the past 12 months? (IF NECESSARY: Your best estimate will do.)

RECORD DOLLAR AMOUNT PER MONTH.....	01	O
Don't Know.....	98	
Refused.....	99	

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QA6. Have you ever played bingo for money?

Yes.....	01	
No .....	02	=> QA7
Don't Know.....	98	=> QA7
Refused.....	99	=> QA7

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QA6A. About how often have you played bingo for money in the past 12 months? (READ CHOICES 1-6)

Daily (30+ times per month).....	01	
Several times a week (6 - 29 times per month).....	02	
Several times a month (3 - 5 times per month).....	03	
Once a month or less (6 - 12 times per year) .....	04	
Only a few days all year (1 - 5 times per year).....	05	
Not at all in the past 12 months (0 times).....	06	=> QA7
Don't Know.....	98	=> QA7
Refused.....	99	=> QA7

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QA6B. What percent of bingo games you played in the past 12 months were inside of a casino? (ENTER PERCENTAGE 0-100)

\$E 0 100	
Don't Know.....	998
Refused.....	999

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QA6C. About how much do you spend per month when you played bingo games in the past 12 months? (IF NECESSARY: Your best estimate will do.)

RECORD DOLLAR AMOUNT PER MONTH..... 01 O  
Don't Know..... 98  
Refused..... 99

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QA7. Have you ever gambled on a private game such as cards, dice or dominoes in someone's home or at a club or organization, or on a game of skill such as golf, pool or bowling? (NOTE: This does not include private games on the internet if a third party is taking a cut or players are playing against "the house".)

Yes..... 01  
No ..... 02 => QA8  
Don't Know..... 98 => QA8  
Refused..... 99 => QA8

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QA7A. About how often have you gambled on a private game in the past 12 months? (READ CHOICES 1-6)

Daily (30+ times per month)..... 01  
Several times a week (6 - 29 times per month)..... 02  
Several times a month (3 - 5 times per month)..... 03  
Once a month or less (6 - 12 times per year) ..... 04  
Only a few days all year (1 - 5 times per year)..... 05  
Not at all in the past 12 months (0 times) ..... 06 => QA8  
Don't Know..... 98 => QA8  
Refused..... 99 => QA8

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QA7C. About how much did you spend per month when you played private games in the past 12 months? (IF NECESSARY: Your best estimate will do.)

RECORD DOLLAR AMOUNT PER MONTH..... 01 O  
Don't Know..... 98  
Refused..... 99

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QA8. Have you ever placed a bet on the Jai-alai (hi-lie) games at a Jai-alai facility?

Yes..... 01  
No ..... 02 => QA9  
Don't Know..... 98 => QA9  
Refused..... 99 => QA9

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QA8A. About how often have you placed a bet on the games at a Jai-alai facility in the past 12 months? (READ CHOICES 1-6)

Daily (30+ times per month)..... 01  
Several times a week (6 - 29 times per month)..... 02  
Several times a month (3 - 5 times per month)..... 03  
Once a month or less (6 - 12 times per year) ..... 04  
Only a few days all year (1 - 5 times per year)..... 05  
Not at all in the past 12 months (0 times) ..... 06 => QA9  
Don't Know..... 98 => QA9  
Refused..... 99 => QA9

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QA8C. About how much did you spend per month when you bet on Jai-alai in the past 12 months? (IF NECESSARY: Your best estimate will do.)

RECORD DOLLAR AMOUNT PER MONTH..... 01 O  
Don't Know..... 98  
Refused..... 99

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QA9. Have you ever gambled on sports betting pools at the office or with friends, family members on events such as the NFL Super Bowl, NHL Stanley Cup Playoffs, NCAA Basketball Tournament, etc? (NOTE: This does not include private games on the internet if a third party is taking a cut or players are playing against "the house".)

Yes..... 01  
No ..... 02 => QA9E  
Don't Know..... 98 => QA9E  
Refused..... 99 => QA9E

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---

QA9A. About how often have you gambled on a sports betting pools in the past 12 months? (READ CHOICES 1-6)

Daily (30+ times per month)..... 01  
Several times a week (6 - 29 times per month)..... 02  
Several times a month (3 - 5 times per month)..... 03  
Once a month or less (6 - 12 times per year) ..... 04  
Only a few days all year (1 - 5 times per year)..... 05  
Not at all in the past 12 months (0 times) ..... 06 => QA9E  
Don't Know..... 98 => QA9E  
Refused..... 99 => QA9E

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QA9C. About how much did you spend per month when you gambled in sports betting pools in the past 12 months? (IF NECESSARY: Your best estimate will do.)

RECORD DOLLAR AMOUNT PER MONTH..... 01 O  
Don't Know..... 98  
Refused..... 99

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QA9E. Have you ever bet on the outcome of sports or other events with friends, co-workers, a bookie or some other person? (NOTE: This does not include betting on horse, dog, or jai-alai.)

Yes..... 01  
No ..... 02 => QA10  
Don't Know..... 98 => QA10  
Refused..... 99 => QA10

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QA9F. About how often have you gambled on sports or other events in the past 12 months?  
(READ CHOICES 1-6)

Daily (30+ times per month).....	01	
Several times a week (6 - 29 times per month).....	02	
Several times a month (3 - 5 times per month).....	03	
Once a month or less (6 - 12 times per year).....	04	
Only a few days all year (1 - 5 times per year).....	05	
Not at all in the past 12 months (0 times).....	06	=> QA10
Don't Know.....	98	=> QA10
Refused.....	99	=> QA10

---

QA9H. About how much did you spend per month when you bet on sports or other events  
in the past 12 months? (IF NECESSARY: Your best estimate will do.)

RECORD DOLLAR AMOUNT PER MONTH.....	01	O
Don't Know.....	98	
Refused.....	99	

---

QA10. Do you have access to a personal computer with access to the Internet?

Yes.....	01	
No.....	02	
Don't Know.....	98	
Refused.....	99	

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QA10A. Have you ever used the Internet to chat with other people who gamble, or to find  
information on gambling activities?

Used to chat with other people.....	01	
Used to obtain information on gambling.....	02	
No, have not used the internet for this.....	03	
Never used the Internet (vol.).....	04	=> QA11
Never heard of the Internet (vol.).....	05	=> QA11
Both.....	97	
Don't Know.....	98	=> QA11
Refused.....	99	=> QA11

---

QA10B. Are you aware of sites on the Internet where you can gamble?

Yes.....	01	
No.....	02	=> QA11
Don't Know.....	98	=> QA11
Refused.....	99	=> QA11

---

QA10C. Have you ever gambled on the Internet or World Wide Web? (NOTE: This  
includes lottery tickets bought over the internet. This does not include games played among  
people unless a business hosting the game takes a cut.)

Yes.....	01	
No.....	02	=> QA11
Don't Know.....	98	=> QA11
Refused.....	99	=> QA11

QA10D. What type of gambling activities do you like to play on the Internet? (ASK OPEN ENDED) (ACCEPT UP TO 6 RESPONSES)

Sports betting (horse racing, football, etc.).....	01	
Lottery .....	02	
Poker games with other people on the Internet.....	03	
Video poker .....	04	
Video Blackjack .....	05	
Other (Specify) .....	80	O
Don't Know.....	98	X
Refused.....	99	X

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QA10E. About how often have you gambled on the Internet in the past 12 months? (READ CHOICES 1-6)

Daily (30+ times per month).....	01	
Several times a week (6 - 29 times per month).....	02	
Several times a month (3 - 5 times per month).....	03	
Once a month or less (6 - 12 times per year) .....	04	
Only a few days all year (1 - 5 times per year).....	05	
Not at all in the past 12 months (0 times) .....	06	=> QA11
Don't Know.....	98	=> QA11
Refused.....	99	=> QA11

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QA10G. About how much did you spend per month when you gambled online in the past 12 months? (IF NECESSARY: Your best estimate will do.)

RECORD DOLLAR AMOUNT PER MONTH.....	01	O
Don't Know.....	98	
Refused.....	99	

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QA11. Have you ever gambled on any other kind of game I haven't mentioned? Examples might include raffles, sweepstakes, baby pools, pull-tabs or betting on a dogfight or cockfight.

Yes (Specify) .....	01	O	
No .....	02		=> CHCKA
Don't Know.....	98		=> CHCKA
Refused.....	99		=> CHCKA

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QA11A. About how often have you gambled on any other kind of game I haven't mentioned in the past 12 months? (READ CHOICES 1-6)

Daily (30+ times per month).....	01	
Several times a week (6 - 29 times per month).....	02	
Several times a month (3 - 5 times per month).....	03	
Once a month or less (6 - 12 times per year) .....	04	
Only a few days all year (1 - 5 times per year).....	05	
Not at all in the past 12 months (0 times) .....	06	=> CHCKA
Don't Know.....	98	=> CHCKA
Refused.....	99	=> CHCKA

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QA11C. About how much did you spend per month when you bet on other gambling activities in the past 12 months? (IF NECESSARY: Your best estimate will do.)

RECORD DOLLAR AMOUNT PER MONTH..... 01 O  
Don't Know..... 98  
Refused..... 99

---

QA12. Now I'd like you to think about how many days you have ever gambled. Was it more than 5 days in your life? (NOTE: This includes buying lottery tickets for more than 5 drawings)

Yes..... 01 => CHCKC  
No..... 02 => CHCKB  
Don't Know..... 98 => CHCKB  
Refused..... 99 => CHCKB

---

IQJ1. You have indicated that you have never OR SELDOM gambled. Now I would like to ask you about some possible reasons why you have never gambled. Please tell me whether each of the following reasons is very important, somewhat important, or not at all important to you as a reason for not gambling.

Continue ..... 01 D

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permutation -> QJ3

QJ1. Inconvenient or you live too far away

Very important..... 05  
Somewhat important..... 03  
Not at all important..... 01  
Don't Know..... 98  
Refused..... 99

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QJ2. Moral or ethical concerns

Very important..... 05  
Somewhat important..... 03  
Not at all important..... 01  
Don't Know..... 98  
Refused..... 99

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QJ3. The possibility of losing money

Very important..... 05  
Somewhat important..... 03  
Not at all important..... 01  
Don't Know..... 98  
Refused..... 99

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QA12A. Overall, considering all of the gambling activities you participate in, what percent of your gambling occurs in the State of Connecticut? (ENTER PERCENTAGE 0-100)

\$E 0 100  
Don't Know..... 998  
Refused..... 999



QB1. Thinking about the sorts of activities we have discussed, what is your favorite gambling activity? (ASK OPEN ENDED, CODE INTO CATEGORIES)

Card games at a casino .....	01
Table games at a casino .....	02
Slot machines at a casino .....	03
Video poker at a casino .....	04
Gaming machines outside a casino.....	05
Lottery game.....	06
Illegal numbers game.....	07
Horse race.....	08
Dog race.....	09
Jai alai.....	10
Bingo .....	11
Private game .....	12
Sports betting.....	13
Card games on the Internet.....	14
Slot machines on the Internet .....	15
Some other type of gambling on the Internet.....	16
Stock trading.....	17
Other (Specify).....	80 O
Don't Know.....	98
Refused.....	99

QB2. When participating in your favorite type of gambling, who do you usually gamble with? (READ CHOICES 1-6)

Alone .....	01
Spouse or partner or significant other.....	02
Other family member(s) .....	03
Friend(s), co-worker(s), neighbor(s), club member(s).....	04
Some other individual or group .....	05
Whoever is around.....	06
Don't Know.....	98
Refused.....	99

QB3. When participating in your favorite type of gambling, can you tell me what distance you usually travel, if any? (ASK OPEN ENDED, CODE INTO CATEGORIES) (READ LIST IF NECESSARY)

Don't travel .....	01
5 miles or less .....	02
6 to 25 miles .....	03
26 to 50 miles .....	04
51 to 75 miles .....	05
76 to 100 miles .....	06
101 to 125 miles .....	07
126 to 150 miles .....	08
151 to 175 miles .....	09
176 to 200 miles .....	10
201 to 225 miles .....	11
226 to 250 miles .....	12
More than 250 miles .....	13
Don't Know.....	98
Refused.....	99

QB4. When participating in your favorite type of gambling, how long do you usually play?  
(READ CHOICES 1-7)

Less than one hour.....	01
1 to 2 hours.....	02
3 to 5 hours.....	03
6 to 12 hours.....	04
13 to 18 hours.....	05
19 to 24 hours.....	06
More than 24 hours.....	07
Don't Know.....	98
Refused.....	99

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IQB5. Next, I would like to ask you about reasons you may have for gambling. Please tell me whether each of the following reasons is very important, somewhat important, or not at all important to you as a reason for gambling.

Continue ..... 01 D

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permutation -> QB12

QB5. To be around or with other people

Very important.....	05
Somewhat important.....	03
Not at all important.....	01
Don't Know.....	98
Refused.....	99

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QB6. Because it's convenient or easy to do

Very important.....	05
Somewhat important.....	03
Not at all important.....	01
Don't Know.....	98
Refused.....	99

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QB7. To win money

Very important.....	05
Somewhat important.....	03
Not at all important.....	01
Don't Know.....	98
Refused.....	99

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QB8. For entertainment or fun

Very important.....	05
Somewhat important.....	03
Not at all important.....	01
Don't Know.....	98
Refused.....	99

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