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**STATE OF MAINE
120TH LEGISLATURE
SECOND REGULAR SESSION**

**Final Report
of the**

**TASK FORCE TO STUDY THE IMPACT OF
A MAINE-BASED CASINO ON THE
ECONOMY, TRANSPORTATION
INFRASTRUCTURE, STATE REVENUE AND
JOB MARKET**

December 2002

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EXECUTIVE SUMMARY

The Task Force to Study the Impact of a Maine-based Casino on the Economy, Transportation Infrastructure, State Revenues and the Job Market conducted its study during the fall of 2002. Following is a summary of the findings of the Task Force based on the duties assigned to them and a list of policy questions that the Task Force recommends for consideration by those who will decide whether or not there will be a casino in Maine.

Duty Number 1: Determine the impact of increased vehicular traffic on the infrastructure of the state.

Finding: *Based on a casino proposal including 4500 jobs, 1.7 million square feet and drawing \$750 million in revenue and the information from SMRP and MDOT, there will be a significant impact on vehicular traffic and the transportation infrastructure, regardless of a casino's location. This could include road widening or reconstruction, reconfiguration or upgrading of intersections and changes to existing town centers through which current routes pass. If a casino were authorized, the developer would be obligated to pay for the mitigation of traffic impacts. Without knowing the location of a proposed casino, it is difficult to predict the specific impact on traffic and the transportation infrastructure of the State.*

Duty Number 2: Verify the estimated revenues produced by a casino, net costs of additional social services and the impact of those revenues and costs on the state.

Finding: *Although Task Force received several studies regarding the economic impacts of a casino, much of this information was contradictory. The Task Force was unable to collect accurate information on the additional social service, administrative, and regulatory costs specific to the State of Maine. Determining the actual economic impact of a Maine-based casino requires more information and analysis than the Task Force was able to collect during the course of its work. The Task Force received little or no information regarding the potential increases in funding required to deal with increased demands for local fire, police, emergency medical, court and jail costs.*

Duty 3: Estimate the number of new jobs created and lost due to the construction and operation of a Maine-based casino.

Finding: *A Maine-based casino will create a significant number of new jobs that will likely impact the labor market. The Task Force did not have enough information to estimate the impact of a casino on the labor pool for the existing hospitality industry and other businesses close to a casino.*

Duty 4: Estimate the need caused by a casino for any new or increased services.

Finding: *The Task Force began to compile a list of new or increased services resulting from the operation of a Maine-based casino. This list is not complete and would possibly be expanded based on further study.*

Duty 5: Identify appropriate locations for a casino if one is to be operated in the state.

Finding: *The Task Force discussed criteria that might be considered in identifying an appropriate location but did not identify any specific locations for a casino as appropriate or inappropriate.*

Duty 6: Estimate the impact of a Maine-based casino on municipal services, social services, affordable housing, business activity and criminal activity within a 50-mile radius of a proposed casino and the impact on other forms of gambling that are legally conducted in the state.

Finding: *The need for municipal services will increase for those municipalities close to a casino. The tax benefit for the municipality that hosts a casino will likely be significant.*

Finding: *The Task Force was unable to determine the impact that a casino would have on social services although they recognized that there would certainly be an impact. The State may not be able to accurately predict the impact on social services prior to the establishment of casino.*

Finding: *If a casino is located in southern Maine, there will be insufficient affordable housing for any increase in population.*

Finding: *The Task Force was unable to determine the impact a casino may have on business activity. Determining the impact of a casino on local business activity requires more information and analysis.*

Finding: *Casinos are associated with increases in certain types of crimes. The Task Force did not have enough time or resources to conduct a comprehensive study of the impact a casino may have on criminal activity.*

Finding: *A Maine-based casino would have a significant negative impact on harness racing in the state of Maine unless some of the revenues from a casino were dedicated to supporting the harness racing industry. A Maine-based casino would have some impact on lottery revenues. However, the revenue received from a casino would likely make up for that loss. There was no testimony or information presented to the Task Force regarding the potential impact on licensed, non-profit gaming (beano and games of chance).*

Duty 7: Survey the various agencies, groups, organizations and individuals to determine which agencies, groups, organizations and individuals would provide education, assistance and counseling to individuals and families experiencing difficulties as the result of problem or pathological gambling and to determine the necessary funding those that have demonstrated their capacity to efficiently and effectively provide the necessary services.

Finding: The state does not have an adequate network to provide services designed to treat problem or pathological gamblers.

RECOMMENDATIONS

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

FRAMEWORK OF BROAD POLICY QUESTIONS:

- Should the decision to authorize a casino be based solely on the potential revenue it may bring to the state? In other words, is it all about revenue?

If it is all about revenue, how does the state maximize the revenue potential?
Who or what entity should be licensed to operate a casino?
Would the state generate more revenue if it operated the casino itself?
Should the license to operate a casino be granted based on competitive bidding?
Should there be just one casino or more than one?
What is the impact of a competitive casino being sited in a neighboring state or province like New Hampshire, Massachusetts or New Brunswick?

- Should the decision to authorize a casino consider more than just the potential revenue it may bring to the state?

What are the social impacts of a casino?
How are those non-quantitative social impacts measured against the quantitative impact of increased revenue to the state?
How would a casino impact other businesses in the state, particularly in the hospitality industry?
What will be the impact on the labor pool in the area where a casino might be located?
How will the housing market be impacted where a casino might be located?

- Are the negative impacts of a casino acceptable as long as the resulting costs are covered by the revenue a casino generates?

If a casino is shown to increase bankruptcy, crime, domestic violence, problem gambling and divorce, are those impacts acceptable if the state has casino revenue to provide the social services to address them?
- What are the benefits to an Indian Tribe or Nation licensed to operate a casino?
- If a casino brings significant revenue to the state, will that revenue be applied to current costs or will it result in an increase in overall spending?
- What if the state receives significant revenues from a casino, considering casinos are a significant source of income for the state of Connecticut, and the casino fails?
- How is the host site for a casino determined? Should neighboring municipalities and residents have any role in determining that site? How is the size of the impact zone for housing, transportation, the labor market and law enforcement determined?
- If the state provides the regulatory/enforcement/administrative oversight of a casino, which would need to be in place prior to the operation of casino, how are those functions to be funded?

Does the state currently have adequate personnel and resources to address the increased responsibilities and functions that will come with a casino?

FRAMEWORK OF DETAILED POLICY QUESTIONS:

- What exactly is being legalized if the state authorizes casino gambling?

What types of gambling would be permitted at a casino? Would a casino operate 24 hours a day all year long? Would there be established bet and loss limits? Would there be any constraints on gambling, such as the prohibition of ATM machines on site, limits on use of credit cards and limits on food and beverage discounts?
- Will the state have a dual structure that allows gambling by non-profits for charitable purposes and casino gambling for profit? Should gambling for profit be reserved for the Indian tribe and nation proposing a casino?
- What would the regulatory structure for a casino look like?

Is a new state agency necessary to deal with casino gambling? Will the state require the same regulatory structure that is in place in Connecticut? (See Appendix M) Will the state play a role in overseeing the financing of the project?
- How will the administrative/enforcement/regulatory costs be funded for the state and municipalities?

Will state revenue from the casino be dedicated to cover costs or will it go to the general fund for every agency to make a claim?

- What changes to the Criminal Code will be required? What new laws will need to be enacted to address fraud, licensing violations, access to the casino, internet gambling and penalties?
- Will a change in the liquor or smoking laws be necessary so that the licensee may operate a casino in the traditional manner?
- What will the administrative licensing process be for those operating or employed by a casino?

When is the right to a hearing on the license implicated? Who conducts a hearing? Will each gambling machine in the casino require a separate license? What is the cost to apply for and renew casino, employment and equipment licenses? What are the terms of the license? How long is the license valid? Who has the authority to suspend or revoke a license and on what grounds?

- What laws, rules and regulations need to be developed before a casino is authorized? How long will that take?

I. BACKGROUND/INTRODUCTION

The Task Force to Study the Impact of a Maine-based Casino on the Economy, Transportation Infrastructure, State Revenues and the Job Market was enacted by the Second Regular Session of the 120th Legislature as a Resolve (LD 2200) and became Resolve 2001, Chapter 124. The proposal for this study came about after representatives from the Penobscot Nation and the Passamaquoddy Tribe informally proposed establishing a large-scale Native American gambling casino in the Maine. Legislative Document 2200 was introduced and jointly referred to the Joint Standing Committees on Business and Economic Development and Legal and Veterans' Affairs.

Resolve 2001, Chapter 124 established an 18-member Task Force. Six members of the Task Force were legislators; three from the House of Representative and three from the Senate. The resolve gave preference for legislative appointments to members who served on the Joint Standing Committees on Business and Economic Development, Legal and Veterans' Affairs, and Transportation. Pursuant to Chapter 124, one member appointed from the House of Representatives was to be a tribal representative. The resolve called for representation of several state agencies on the Task Force; the Office of the Attorney General, the Maine State Police, and the Maine Harness Racing Commission. Other organizations represented on the Task Force pursuant to the resolve included the Maine Chamber of Commerce, the Maine Tourism Association, and the Maine Association of Interdependent Neighborhoods. Finally, the resolve called for four members of the public to be appointed to the Task Force: two in favor of a Maine-based casino and two opposed. The President of the Senate and the Speaker of the House were each to appoint one public member opposed and one public member in support of casinos. The Senate President's appointment of the public member opposed to casinos was to have experience in the area of pathological gambling, including causes, available treatments and services, and public education. The Speaker's appointment of the public member opposed was charged with "examining the religious, spiritual and moral impacts of casino gambling."

II. DUTIES

Resolve 2001, Chapter 124 assigned the following duties to the Task Force:

1. Determine the impact of increased vehicular traffic on the infrastructure of the State;
2. Verify the amount of estimated revenues produced by a casino, net costs of additional social services and the impact of those revenues and costs on the State;
3. Estimate the number of new jobs created and lost due to the construction and operation of a Maine-based casino;
4. Estimate the need caused by a casino for any new or increased services;
5. Identify appropriate locations for a casino if one is to be operated in the State;
6. Estimate the impact of a Maine-based casino on municipal services, social services, affordable housing, business activity and criminal activity within a 50-mile radius of a proposed casino and the impact on other forms of gambling that are legally conducted in the State; and

7. Survey the various agencies, groups, organizations and individuals to determine which agencies, groups, organizations and individuals would provide education, assistance and counseling to individuals and families experiencing difficulties as the result of problem or pathological gambling and to determine the necessary funding for those that have demonstrated their capacity to efficiently and effectively provide the necessary services.

The Task Force was authorized to hold 4 meetings, including one public hearing in the Augusta Area. The meetings of the Task Force are summarized in part V of this Report.

III. MAINE'S CURRENT POLICY ON GAMBLING

All gambling in Maine is illegal unless expressly permitted by statute, *Penobscot Nation v. Stilphen*, 461 A.2d 478, 482 (Me. 1983), and as a general rule, unlicensed gambling is not permitted. Title 17-A MRSA §§ 951-957 (Chapter 39) addresses unlawful gambling. "Unlawful" is defined as "not expressly authorized by statute," 17-A M.R.S.A. §952(11). Chapter 39 specifically exempts activities licensed by the State Police under Title 17, Chapters 13-A and 14. Licensed activities include beano, certain games of chance, and raffles. Some unlicensed raffles are also permitted, 17-A M.R.S.A. § 951. Examples of gambling expressly permitted in Maine include:

- The Maine State Lottery and Tri-state Megabucks pursuant to 8 MRSA Chapter 14-A;
- Games of chance conducted by a bona-fide non-profit or agricultural fair society licensed by the Chief of the State Police pursuant to 17 M.R.S. A. Chapter 14;
- Beano or bingo conducted by a bona-fide non-profit licensed by the Chief of the State Police pursuant to 17 M.R.S.A. Chapter 13-A;
- High stakes beano or bingo operated on Indian Territory by a federally recognized tribe, if licensed by the Chief of the State Police pursuant to 17 M.R.S.A. § 314-A (Supp. 2001); and
- Harness racing pursuant to 8 MRSA Chapter 11.

Profits from gaming conducted by non-profits and agricultural fair societies must be used to promote charitable purposes or the fair society.

If any entity, including an Indian tribe or nation, wishes to operate a casino in Maine, specific legislation authorizing that level of gambling would need to be enacted.

IV. THE INDIAN REGULATORY GAMING ACT AND THE MAINE LAND CLAIMS SETTLEMENT ACTS

Although no specific proposal for a casino was presented to the Task Force, the Passamaquoddy Tribe and the Penobscot Nation have publicly stated an interest in developing such a proposal and are actively seeking a site. A tribally-owned and operated casino located on non-Indian territory would not be governed by the Indian Regulatory

Gaming Act. Nevertheless, the members of the Task Force wanted to have a general understanding of the Indian Regulatory Gaming Act (IGRA) (25 U.S.C. §§2701-2721), as well as Maine's Act to Implement the Maine Indian Claims Settlement (the Maine Implementing Act), 30 MRSA Chapter 601. The Maine Implementing Act does govern the relationship between the State of Maine and the Passamaquoddy Tribe and the Penobscot Nation in all areas.

The Indian Gaming Regulatory Act was enacted in 1988, and establishes a regulatory framework governing tribal/state issues related to Indian gambling on Indian lands. The principle of this Act is that a state's regulation of Indian gambling on a reservation is pre-empted by federal law and policy that supports Indian self-government. Under the IGRA, different regulations govern Indian gaming depending on the type of gambling conducted. Traditional tribal games conducted on Indian land, known as Class I gambling is governed exclusively by the tribes and is not subject to the regulatory structure of IGRA. Bingo and certain card games conducted on Indian lands, known as Class II gambling, may be regulated by the tribes if the state permits any person, organization or entity to conduct such gaming. The IGRA states that tribes may engage in Class III gambling on Indian land, including casino gambling, if, among other things, it is permitted by the state for any purpose by any person, organization or entity, and the gambling is conducted pursuant to a tribal/state compact.

The IGRA has been found not to apply in Maine, in particular with respect to Class III casino gambling based on the decision by the United States Court of Appeals for the 1st Circuit in *Passamaquoddy Tribe v. State of Maine*, 75 F.3d 784 (1996). The Court stated that "Congress did not make the Gaming Act specifically applicable within Maine, and...therefore, the Tribe is not entitled to an order compelling the State to negotiate a compact for Class III gaming." The Court's decision was based on the federal Maine Indian Land Claims Settlement Act of 1980, 25 U.S.C. §1721 et seq. That law provides, in relevant part:

The provision of any Federal law enacted after the date of enactment of this Act (October 10, 1980) for the benefit of Indians, Indian Nations, or tribes or bands of Indians, which would affect or preempt the application of the laws of the State of Maine, including application of the laws of the State to lands owned or held in trust for Indians, or Indian nations, tribes, or bands of Indians, as provided in this Act and the Maine Implementing Act, shall not apply within the State of Maine, unless such provisions of such subsequently enacted federal law is specifically made applicable with the State of Maine, 25 U.S.C. § 1735(b).

Since the IGRA was enacted after the Settlement Act, and, by its terms, IGRA was not specifically made applicable to Maine, the Court concluded that the IGRA does not apply in Maine.

The federal Maine Indian Land Claims Settlement Act of 1980 ratified the Maine Implementing Act, 30 MRSA Chapter 601. Under the Maine Implementing Act, the Passamaquoddy Tribe and the Penobscot Nation are generally subject to the state regulation, unlike most federally recognized tribes in other states. The Act does not provide for the operation of gambling by the tribes outside the jurisdiction

of state law. *See Penobscot Nation v. Stilphen*, 461 A.2d 478, 482 (Me. 1983) For a more detailed discussion of the Maine Implementing Act, see Appendix E.

V. SUMMARY OF TASK FORCE MEETINGS

The Task Force was authorized to hold a total of four meetings including one public hearing in the Augusta area. Those four meetings were held on September 3, 2002, September 30, 2002, October 25, 2002 and November 18, 2002. The meeting held in October was scheduled so that the Task Force could receive presentations during the first part of the meeting and then host a public hearing during the second part of the meeting.

First Meeting – Tuesday, September 3, 2002

The first meeting of the Task Force focused primarily on reviewing the duties and scope of work set forth in the legislation that created the Task Force. Members reviewed the seven duties listed in the legislation and offered ideas about how best to address them. Many members were concerned that the Task Force did not have a specific proposal or location to consider when studying issues of impact on traffic and infrastructure, verifying revenue, and estimating the impact on criminal activity within a 50-mile radius. Representative Loring, Co-Chair of the Task Force, informed the members that a market study had been done that might provide a framework for what the Tribes would likely propose as a casino. She suggested that the Task Force invite Tom Tureen, an attorney representing the tribes, to outline the findings of that market study. Mr. Tureen provided a general overview of the market study paid for by the Passamaquoddy Tribe and the Penobscot Nation. After this brief presentation, some members of the Task Force requested more information on the study and the methodology used to produce its findings. (This report was presented at the second meeting of the Task Force).

Task Force members also discussed the issue of whether or not add to its duties a finding on the spiritual and moral aspects of a casino. Pursuant to the resolve, one member of the Task Force was appointed specifically to address such issues. The Task Force decided not to address such issues as an additional duty or in a separate finding, but to include information on the spiritual and moral aspects of gambling as appropriate to the other issues being addressed.

At this meeting, the Task Force also drafted a survey to send to agencies or individuals that might provide services to treat problem or pathological gambling. This survey was developed to respond to duty number seven, which requires the Task Force to survey various agencies, groups, organizations and individuals to assess the current network of services available and the funding necessary to provide those service. The Task Force decided to send this survey to Clinical Social Workers and Clinical Professional Counselors licensed by the State of Maine Department of Professional and Financial Regulation. The Task Force also developed a plan to gather information regarding the impact of a casino on state and local services resulting from the establishment of a casino in response to duties number four and six. Task Force members directed staff to provide a sampling of the current research available on the impacts of casino gambling, with particular emphasis the social impacts. (See Appendix F). The Task Force also directed Task Force members representing the Chief of the Maine State Police and the Attorney General to collect information regarding the potential impact on criminal activity and the need for state services to regulate a casino, and to report back to the Task Force.

Second Meeting – Monday, September 30, 2002

The second meeting of the Task Force consisted primarily of presentations to the Task Force regarding the impact of a Maine-based casino on various agencies, industries and the State in general. Presentations were made by Eben Marsh, Director of the Bureau of Alcoholic Beverages and Lottery Operations (BABLO); Kate Dufour, of the Maine Municipal Association; Dick Groton of the Maine Restaurant Association; Jim Klas, of KlasRobinson QED (hospitality industry consultant hired by potential investors in Maine-based tribal casino); Keith Whyte, of the National Association for Problem Gamblers, Henry Jackson, Executive Director of the Maine Harness Racing Commission; and David Siegel of the Maine Innkeepers Association.

Eben Marsh of BABLO reported his own research regarding the impact of a Maine-based casino on the Maine State Lottery. He indicated that the introduction of a casino in a lottery state decreased lottery revenue. He estimated the impact was not more than a 20% reduction. Often, lotteries rebounded after the establishment of a casino by adding additional games, such as Powerball, to their operation. In all cases, according to Mr. Marsh, incremental state revenues from a casino more than offset the losses in lottery sales. Information from Mr. Marsh's presentation is found in Appendix G.

Kate Dufour of the Maine Municipal Association made a brief presentation to the Task Force. She stated that the Association had not yet conducted a study of the impact of a casino on municipal services, primarily because a formal proposal for a casino had not been presented. Ms. Dufour did provide the Task Force with detailed information regarding the municipal revenues, expenditures and salary levels of municipalities in Maine.

Dick Groton of the Maine Restaurant Association reported to the Task Force that the Association did not have a specific position on the proposal for a Maine-based casino at this time. Mr. Groton outlined several comments and questions that he urged the Task Force to consider as it conducted its work studying the impact of a Maine-based casino. The text of Mr. Groton's presentation is found in Appendix H.

Jim Klas of KlasRobinson QED made a presentation to the Task Force outlining a market study conducted for the Tribes and an investor in the proposed Maine-based casino. He noted that his study focused on a casino that would be located in York County. His presentation emphasized the benefits of a Maine-based casino. He estimated that a casino such as that proposed by the Tribes would result in 4,740 direct jobs and \$112 million in revenue sharing annually to the state. He indicated that 88% of casino visitors and 90% of casino revenue would come from out of state. In general, Mr. Klas' presentation stated that the benefits of a casino would far outweigh the costs. In an effort to provide an independent assessment of Mr. Klas' presentation, the Tribes hired Charles Colgan, Professor of Economics at the Muskie School of Public Service and Jonathan Rubin, Professor of Resource Economics from the University of Maine Margaret Chase Smith Center for Public Policy to comment on the methodology used by Mr. Klas and the overall credibility of his market study. Professor's Rubin and Colgan explained that they accepted the initial estimates presented to them by Mr. Klas, and concluded that his projections based on those initial estimates were reasonable. Their work focused on the methodology behind the projections, not the initial estimates themselves. In addition to supporting Mr. Klas' findings based on his assumptions, both Professor Rubin and Professor Colgan provided some of their own analysis on the economic impact of a Maine-based casino. A copy of Mr. Klas' market study and Professors Colgan's and Rubin's comments may be found in Appendix I.

The next speaker, Keith Whyte of the National Association for Problem Gamblers, made his presentation via speaker-phone to the Task Force. He stated to the Task Force that his association does not take a position on gambling. Instead, their goal is to help people gamble safely and to provide consumer guidance and resources. He indicated that there is a significant amount of gambling occurring in Maine right now. Mr. Whyte stated that problem and pathological gambling is a mental health disorder that is tied to the amount of legalized gambling available. Most often, according to Mr. Whyte, problem gamblers have other problems, like substance abuse of mental health issues. Mr. Whyte's presentation stated that problem gamblers have the highest attempted and completed suicide rate of any disorder and the correlation between problem gamblers and domestic violence is high. A copy of Mr. Whyte's presentation is found in Appendix J.

The next presentation to the Task Force came from Henry Jackson of the Maine Harness Racing Commission. He told the Task Force that a casino in Maine would devastate the harness racing industry and the agricultural fairs. A copy of Mr. Jackson's presentation may be found in Appendix K.

The final speaker of the day was David Siegel of the Maine Innkeepers Association. He told the Task Force that an official poll of the Association's membership had not yet been conducted. However, he did provide an outline of perspectives that show the perceived positive and negative impacts on his industry. In particular, Mr. Siegel focused on unfair competition, labor issues, image of our state, social costs and long-term survivability of a casino. A copy of Mr. Siegel's presentation may be found in Appendix L.

The Task Force intended to receive a presentation via speaker-phone from Larry Gregory of the Mississippi Gaming Commission, but the length of other presentations and Mr. Gregory's availability resulted in this conference being cancelled.

Third Meeting – Friday, October 25, 2002

At its third meeting, the Task Force received presentations from the Office of the Attorney General, the Maine State Police, the Maine Prosecutors Association, Southern Maine Regional Planning Commission and the Maine Department of Transportation. The afternoon portion of the third meeting was dedicated to receiving public testimony.

Maine State Police Major Craig Poulin presented information to the Task Force regarding a casino's potential impact on criminal activity and the need for increased services from his department. In conducting his research, Major Poulin conferred with law enforcement officials in Connecticut, home of Foxwoods and Mohegan Sun casinos. His information indicated that the state police in Connecticut have never been provided with enough personnel to address the issues related to the large influx of people to the area and the increased traffic due to the casinos. He indicated that there is abundant raw data on crime and casinos. Depending on how the data is manipulated, it can reflect an increase or a decrease in crime rates due to the casinos. Major Poulin indicated that it would take more time and resources than were available to him in order to make specific findings regarding the accuracy of the data he had received. Major Poulin made clear that he believes that crime would increase as a result of a casino, but that he could not predict to what extent. His presentation also stated that the Maine State Police will need several additional detectives and associated support and administrative staff to adequately regulate and enforce the laws associated with a casino. He indicated that a robust, adequate regulatory structure would be crucial to controlling specific types of criminal activity, particularly that associated with organized crime. A copy of Major Poulin's presentation is found in Appendix M.

Assistant Attorney General Laura Yustak Smith, representing Attorney General G. Steven Rowe, presented her research on the impact of a Maine-based casino to the Task Force. She used the state of Connecticut as a resource for compiling information on the additional services that would be required from the Office of the Attorney General if a casino were to be located in Maine. She noted that Connecticut had a regulatory structure to address legal gambling in that state prior to the establishment of the tribal casinos. She stated that Maine is not equipped to handle the increase in administrative hearings that will result if a casino is licensed and operated in Maine. Ms. Smith noted that her office was unable to determine the number of additional personnel that would be required to address casino-related legal issues due to the lack of information regarding many factors, including the size of any facility; the number and types of licenses that would be required; the extent to which license applicants would be afforded a right to hearing; what agency would supply hearings officers and whether those hearing officers would require legal advice; whether the legal advice for any state agency handling casino-related matters would come from the Office of the Attorney General or from in-house agency counsel; whether prosecutions and forfeitures would be handled by District Attorneys or the Office of the Attorney General; whether there would be litigation over the meaning of any implementing legislation; the number of requests for official opinions regarding legal issues having to do with casino legislation; and whether personnel from the Attorney General's Office would be required to investigate allegations of wrongdoing. Ms. Smith's presentation also provided a detailed list of questions relating to the establishment of a casino that focused on law changes, regulatory and enforcement structure, administration, and fiscal issues. A copy of Assistant Attorney General Smith's presentation is found in Appendix N.

York County District Attorney and President of the Maine Prosecutor's Association Michael Cantara also made a brief presentation to the Task Force. He spoke in general of the crimes associated with the operation of casinos and the impact those crimes have on the court system. District Attorney Cantara informed the Task Force that the court system in Maine is already strained and under budget constraints and that the increased caseload resulting from a casino would be more than the court system could absorb. A letter from James T. Glessner, State Court Administrator, echoed District Attorney Cantara's testimony that the impact of a casino on the Maine courts would be more than Maine's already "understaffed and under funded" courts could accommodate without additional resources. A copy of Mr. Cantara's presentation may be found in Appendix O.

A team of presenters from the Southern Maine Regional Planning Commission provided the Task Force with a detailed look at the housing situation, labor pool, police services, transportation system and demographics of York County. They told the Task Force that York County is the most rapidly growing region in Maine, that medium-priced housing and rental units are scarce and that 13 towns in the county have enacted "growth caps" in response to growth stresses. As part of their presentation, they gave an overview of the entire transportation infrastructure in the county and highlighted the problem areas. They noted that if a casino were to be located in York County the most immediate and significant impact to be felt would be in the area of traffic and transportation. Bullets from their presentation may be found in Appendix P.

Stephen Landry from the Maine Department of Transportation was the last presenter to address the Task Force before the public hearing. He indicated that he could not provide the Task Force with specifics about the impact a casino would have on traffic and the transportation infrastructure in Maine because he had no formal proposal on which to base an analysis. He did inform the Task Force that developers of any project are responsible for mitigating and traffic

issues brought about by their development project and they must cover the costs for any improvements required in response to that project.

The afternoon portion of the Task Force's third meeting was a public hearing. The Task Force received testimony from people both in support of and opposed to a Maine-based casino. A significant proportion of the testimony came from members of the harness racing industry. Generally, they stated that a casino would have a significant negative impact on harness racing. They argued that harness racing plays a vital role in supporting agriculture, family farms, open space and protecting against urban sprawl. Others who testified against a casino cited concerns about the social impacts of casino gambling. Those who testified in support of a casino argued that the state needs a casino as an economic development strategy and that a casino is vital to the well being of the Passamaquoddy Tribe and the Penobscot Nation. Written testimony provided to the Task Force may be found in Appendix Q.

Fourth Meeting – Monday, November 18, 2002

The fourth and final meeting of the Task Force consisted of two presentations and Task Force discussion about findings and recommendations to be included in this report. Dr. Earl Grinols, Professor of Economics from the University of Illinois at Champaign-Urbana made a presentation to the Task Force based on his research regarding the costs and benefits of casino gambling. His presentation paid particular attention to the social and economic impacts of a casino. According to Professor Grinols, casino gambling fails the cost benefit test. He stated that the overall benefit of casino gambling per adult is \$35 annually while the social costs are estimated at \$190 per adult annually. Other figures presented by Professor Grinols indicated that 30-50% of casino revenues come from problem and pathological gamblers and that the estimated state cost per pathological gambler is \$13,600 annually. Professor Grinols provided excerpts from his presentation, which may be found in Appendix R.

Staff from the Office of Policy and Legal Analysis also provided the Task Force with the results of the survey administered to Clinical Social Workers and Clinical Professional Counselors and a summary of information gathered from current studies on the social impacts of casino gambling. The survey results and studies summary are found in Appendix S and Appendix F, respectively.

The balance of the final meeting consisted of discussion and debate regarding the findings and recommendations to be included in this report.

VI. FINDINGS

As noted in part V of this report, the Task Force members decided to address each duty set forth in the authorizing legislation by dividing those duties among the four meetings. The Task Force members intended to respond to each duty by providing comprehensive information and analysis. However, with only four meetings, limited resources, very complex issues, and no specific proposal before them, the members found that they were only able to scratch the surface of this important policy question facing the State of Maine. The findings of the Task Force follow:

Duty Number 1: Determine the impact of increased vehicular traffic on the infrastructure of the state. At its October 25th meeting, the Task Force heard presentations from the Southern Maine Regional Planning Commission (SMRP) and the Maine Department of Transportation. SMRP provided the Task Force with a comprehensive look at the transportation network and current traffic situation in York County. They highlighted specific locations and road segments that are considered problem areas or deficient in handling current traffic volumes. The “deficient” locations are:

- the York toll plaza;
- the Hampton, NH toll plaza;
- US Route 202 in Rochester, NH;
- the Route 202/109 intersection in downtown Sanford, ME;
- the Route 202.111/4 intersection in Alfred and Sanford, ME;
- the Route 99/109 intersection in Sanford, ME;
- and Exits 3 and 4 of the Maine Turnpike.

Road segments identified as problem areas in Maine include: Route 111 between Sanford and Biddeford; Route 236 between South Berwick and Kittery (Interstate 95); and Route 109 between Sanford and Wells (Maine Turnpike). SMRP also noted that there are limited connections to and from Wells and to and from Saco to the Amtrak Downeaster train station; that there is no bus connection between Sanford and the Biddeford/Saco area; and that there are concerns about the capacity of the Amtrak Downeaster train to handle significant passenger increases. Overall, SMRP stated that one of the most significant impacts on York County if a casino is located there will be the impact on traffic and the transportation infrastructure.

Stephen Landry from Maine Dept. of Transportation (MDOT) stated that the developers for any project are responsible for mitigating the effects of increases in traffic, and for paying for any improvements needed for that purpose. He noted that the tribes’ proposal calls for a 1.7 million square foot facility, which is similar in size to the Maine Mall in South Portland and surrounding hotels and restaurants. Mr. Landry informed the Task Force that MDOT had never studied a proposal of this magnitude and that it was unlikely that they currently have the resources to do so. In response to a question posed by a Task Force member, Mr. Landry estimated a time frame of one to three years to study the traffic implications of a casino and to undertake the necessary planning. As was the case with SMRP, MDOT informed the Task Force that it would be difficult to provide specific data regarding the impact a casino would have on vehicular traffic and infrastructure without additional information regarding the specifics of the project

***Finding:** Based on a casino proposal including 4500 jobs, 1.7 million square feet and drawing \$750 million in revenue and the information from SMRP and MDOT, there will be a significant impact on vehicular traffic and the transportation infrastructure, regardless of a casino’s location. This could include road widening or reconstruction, reconfiguration or upgrading of intersections and changes to existing town centers through which current routes pass. If a casino were authorized, the developer would be obligated to pay for the mitigation of traffic impacts. Without knowing the location of a proposed casino, it is difficult to predict the specific impact on traffic and the transportation infrastructure of the State.*

Duty Number 2: Verify the estimated revenues produced by a casino, net costs of additional social services and the impact of those revenues and costs on the state. The Task Force received several presentations in order to gather information to respond to this duty. One of those presentations was made by, James Klas, a hospitality consultant working for a Las Vegas-based casino investor working with the Tribes to develop a Maine-based casino. His presentation focused mainly on the economic impact of a casino, including revenue to the state, the estimated impact on employment and construction, and projected purchases from Maine suppliers. In summary, Mr. Klas' analysis estimated that a casino would result in 4,740 direct jobs with an average salary package of \$31,400, \$112 million in revenue sharing annually to the state, \$17.7 million in other state tax revenue, \$98.3 million purchased from Maine vendors annually. He estimated that 88% of the visitors and 90% of the gaming revenue would come from out of state. Projected casino revenue for the first year of operation of a Maine-based casino would be almost \$600 million and reach \$727 million by year five according to this report. Mr. Klas' analysis indicated the costs of a casino that would need to be addressed including traffic and transportation infrastructure impacts, an increased need for emergency services and treatment for pathological gambling. His report estimates that the cost to mitigate problem gambling would range from \$500,000 to \$2 million annually and that the other impacts would cost anywhere from \$2 to \$4 million annually to address. The report did not include a list of specific additional services that might be required, or the individual costs of those services. The Klas report concluded that the benefits of a casino far outweigh the costs. A copy of Mr. Klas' presentation can be found in Appendix I.

The Tribes submitted the Klas analysis to Charles Colgan, former state economist and Professor of Economics and the Muskie School of Public Service, and Jonathan Rubin, Professor of Resource Economics from the University of Maine Margaret Chase Smith Center for Public Policy, for review. Both Professor Colgan and Professor Rubin addressed the Task Force. In general, they supported the Klas economic impact projections as reasonable, assuming that the size of the casino, the numbers of workers it would employ and the money it would generate, as those figures were provided by the Klas report, were correct. They did not provide the Task Force with an assessment of those assumptions. For more detailed information from Professor Rubin and Professor Colgan, see Appendix I.

At its last meeting, the Task Force received a presentation from Earl Grinols, Professor of Economics at the University of Illinois at Champaign-Urbana. Professor Grinols' presentation addressed the economic costs and benefits of casino gambling, paying particular attention to quantifying the social impacts of casino gambling. Professor Grinols' presentation criticized the use of multiplier analysis to estimate the increase in employment associated with a casino. He stated that such an approach represents the typical promotional study offered by casino proponents, and that this analysis fails to address the well-being of residents with regard to other impacts of casino gambling. He stated that a proper cost-benefit study is necessary to determine the effect of a casino on the residents of Maine. According to Professor Grinols, such an analysis would measure the benefits of revenue, taxes and access to recreation generated by casino against the costs of crime, suicide, problem gambling, social services , regulation, as well as costs to families and businesses (divorce, separation, domestic violence, child neglect, bankruptcy, increased employment costs) generated by a casino. Professor Grinols asserted that gambling fails such a cost-benefit test. He estimated that the overall benefit of casino gambling is \$35 per adult annually, while the social costs are \$190 per adult annually. The cost of increased crime amounts to \$63 of that \$190. Other estimates

provided in the presentation indicated that 30-50% of casino revenues come from problem and pathological gamblers. Professor Grinols cited a 1994 study that estimated the cost to a casino state per pathological gambler is \$13,600 annually. Finally, Professor Grinols stressed that a reliable study stating how Maine will benefit from a casino must recognize the impact of a competing casino sited in a neighboring state. He noted that a competing casino would draw patrons, and thus revenue from a Maine casino.

Other testimony received at the second meeting also touched upon issues relevant to this duty. There is likely to be an impact on existing hospitality businesses if a huge resort-style casino is located close to existing resorts. A casino or a casino resort is likely to affect the manner in which tourists in Maine spend their money. The questions posed was whether such tourists would spend additional money because of the casino, or whether they will simply divide their existing pool of money among the different attractions.

Another significant issue that the Task Force was only able to touch upon during its work was the cost to the state for regulating a casino and administering and enforcing the laws relative to a casino operation. This report addresses those issues in detail in section V.

As the Task Force collected information regarding the economic impacts of a Maine-based casino, its members recognized that further analysis is necessary to address this issue in a comprehensive way.

Finding: *Although Task Force received several studies regarding the economic impacts of a casino, much of this information was contradictory. The Task Force was unable to collect accurate information on the additional social service, administrative, and regulatory costs specific to the State of Maine. Determining the actual economic impact of a Maine-based casino requires more information and analysis than the Task Force was able to collect during the course of its work. The Task Force received little or no information regarding the potential increases in funding required to deal with increased demands for local fire, police, emergency medical, court and jail costs.*

Duty 3: Estimate the number of new jobs created and lost due to the construction and operation of a Maine-based casino. As noted earlier in this report, James Klas estimated that the casino being proposed by the Tribes will generate 4740 casino jobs with an average salary package, including benefits, of approximately \$31,000 annually. The Task Force received testimony at its second meeting from members the Maine Restaurant Association and the Maine Innkeepers Association. Neither association had polled its members by the date of the meeting to determine their position on a casino. Both associations suggested that it is important that the Task Force give serious consideration to the issues related to a limited labor pool and unfair competition in the hospitality industry. According to both Associations, finding adequate labor in the hospitality industry, particularly in the southern part of the state, has proven to be challenging in recent years. According to the Association representatives, available affordable housing is also an issue for hospitality industry workers in southern Maine. The testimony of the Maine Restaurant Association and the Maine Innkeepers Association is found in Appendix H and Appendix L respectively. Without specific information about the location of a potential Maine-based casino it would be difficult to estimate the impact on available labor.

Finding: *A Maine-based casino will create a significant number of new jobs that will likely impact the labor market. The Task Force did not have enough information to estimate the impact of a casino on the labor pool for the existing hospitality industry and other businesses close to a casino.*

Duty 4: Estimate the need caused by a casino for any new or increased services. Several presentations received by the Task Force touched upon the issue of the need for any new or increased services as a result of a Maine based casino. Such services include but are not limited to regulation, law enforcement, licensing, treatment or problem gamblers, fire protection, emergency medical services and judicial services. The Task Force addressed some of these services when gathering information regarding other duties listed in this report. However, with the time available and the information presented they were unable to put together a comprehensive list of the costs of such new or increased services resulting from the operation of a Maine-based casino. Section V of this report shows a list administrative, regulatory and enforcement responsibilities that would likely be necessary if a casino were to be operated in Maine.

Finding: *The Task Force began to compile a list of new or increased services resulting from the operation of a Maine-based casino. This list is not complete and would possibly be expanded based on further study.*

Duty 5: Identify appropriate locations for a casino if one is to be operated in the state. The Task Force members could not determine an appropriate location for a casino without specific information about the potential social, economic and infrastructure impacts on each potential location. The Task Force did acknowledge that factors would include access to an adequate population base of potential customers and convenience to a suitable transportation route or to public transportation by plane, train or bus. The lack of time and resources to develop such information made this prevented the task force from adequately addressing this issue.

Finding: *The Task Force discussed criteria that might be considered in identifying an appropriate location but did not identify any specific locations for a casino as appropriate or inappropriate.*

Duty 6: Estimate the impact of a Maine-based casino on municipal services, social services, affordable housing, business activity and criminal activity within a 50-mile radius of a proposed casino and the impact on other forms of gambling that are legally conducted in the state. The Task Force received several presentations that addressed this duty. However, since the specific location for a casino was unknown, the information was not based on the 50-mile radius provision of the charge. Presentations indicated that the impact of a casino would be felt beyond a single host community. The Task Force did not discuss the authority of a town to accept or reject a casino proposal if casino gambling is legalized in Maine.

- **Municipal Services:** The Task Force did not receive any presentations specific to the impact of a casino on municipal services. Generally, based on the overall information

received the Task Force seemed to agree that those municipalities close to a casino would see a need to increase law enforcement personnel to address the traffic issues and criminal activity associated with the influx of a large number of people to the area. It should be noted that the Task Force did not come to the conclusion that the casino would directly result in an increase in crime rate, because such rates are affected by numerous factors, including the types of offenses recorded, data collections methods, and geographic size of the area being surveyed, and whether the rates are based on daily or year round populations. A casino the size of the one envisioned by the tribes would likely contribute significant tax income to a municipality.

Finding: *The need for municipal services will increase for those municipalities close to a casino. The tax benefit for the municipality that hosts a casino will likely be significant.*

- **Social Services:** The Task Force did not receive a presentation specific to a casino's impact on social services. The Task Force received information suggesting that suicide, bankruptcy, domestic violence, child neglect and problem gambling all significantly increase with the presence of a casino, including anecdotal information from local newspapers where other casinos are located. Information was also presented to the Task Force that stated that these problems were not significantly increase or did not increase at all with the presence of a casino. Further information gathering and analysis is necessary in order to determine the impact a casino would have on social services to determine whether those impacts would be borne by the state or the municipality.

Finding: *The Task Force was unable to determine the impact that a casino would have on social services although they recognized that there would certainly be an impact. The State may not be able to accurately predict the impact on social services prior to the establishment of casino.*

- **Affordable Housing:** The Southern Maine Regional Planning Commission presented the Task Force with information regarding the current affordable housing situation in York County. They stated that York County is the most rapidly growing area in Maine. Median-priced housing (\$105,321) is not readily available for purchase according to SMRP. According to their information, in August 2002, only 55 units of housing were for sale that would be affordable to families making the median income. In April 2000, only 1,000 units were available for rental to newcomers in the entire county. The rental market is assumed to be even more stressed currently. Thirteen towns in York County have adopted "growth caps" in response to growth stresses. The Task Force recognized that the lack of affordable housing and rental units is a significant issue in southern Maine.

Finding: *If a casino is located in southern Maine, there will be insufficient affordable housing for any increase in population.*

- Business Activity: As noted previously in this report, representatives of the Maine Restaurant Association and the Maine Innkeepers Association provided testimony to the Task Force that indicated their concerns about a casino's impact on restaurants, inns and hotels in the area of an all-inclusive resort-style casino complex. One issue in particular centers around the fact that this complex might be the only entertainment/hospitality business in the area licensed to engage in an activity that would be an illegal activity for all other businesses – gambling. Yet, the associations also stated that some of their membership believed that the fact the casino would draw more people to an area would likely mean an increase in customers for them. However, a resort complex that included restaurants, hotels and other entertainment might keep casino patrons within the confines of the resort complex, rather than creating additional customers for the local businesses. Task Force discussion also raised the issue of the impact of a casino on tourism. Some of the questions asked related to Maine's image as a state with clean air, clean water, low crime and many opportunities for outdoor recreation and the impact casino gambling could have on that image. There was also a concern that the pool of revenue from tourism is limited and would be shared with a casino, rather than increased to spend on a casino. As with many of the issues addressed by the Task Force, the result was more questions than answers.

Finding: *The Task Force was unable to determine the impact a casino may have on business activity. Determining the impact of a casino on local business activity requires more information and analysis.*

- Criminal Activity: The Task Force received presentations from the State Police and the Office of the Attorney General regarding the impact a casino may have on criminal activity. Major Craig Poulin of the State Police stated that crime generally increases when a casino is established. However, he noted that the data is complex. Manipulation of the numbers results in different conclusions. He stated that baselines and variables for analyzing crime data would need to be established to reach fair and accurate conclusions. Unfortunately, the time frame of the Task Force's work and the resources available to Major Poulin were such that he was unable to provide the Task Force with comprehensive information. He also indicated that unreported crimes such as loan sharking, extortion and prostitution are difficult to track and predict. His presentation also indicated that while well-regulated gaming operations are, for the most part, free from the influence of organized crime internally, attempts will likely be made by criminal organizations to corrupt the gambling enterprises. As part of his preparation for his presentation, Major Poulin was in contact with law enforcement in Connecticut, home of the Foxwoods and Mohegan Sun casinos. Connecticut police indicated that they have inadequate resources to handle the increased criminal activity they have experienced and that information suggests that criminal elements have attempted to compromise the legal operation of the casinos and ancillary operations. As with other departments, he stated that the Department of Public Safety has neither the time nor the resources to fully explore the impacts of a casino proposal. Finally, Major Poulin stated that Maine has limited experience in dealing with gambling crimes. Most investigations that have been conducted to date by the State Police have

resulted from criminal activity related to nonprofit gaming and the distributors of gaming machines. Major Poulin's presentation, which includes data from Connecticut, may be found in Appendix M.

Assistant Attorney General Laura Yustak Smith made a presentation to the Task Force that primarily discussed the potential impact on the Office of the Attorney General, legal issues, legislation and rulemaking if a casino were to be operated in Maine. Part of that presentation included a description of a telephone conference she had with Connecticut's State Attorney for the District of New London. His experience as a prosecutor dates prior to the establishment of the casinos in Connecticut. He described increases in both direct and indirect crimes as a result of the casino. Examples of direct crimes would be thefts from the casino or casino patrons and cheating at the various casino games. Examples of indirect crimes would be embezzlement committed at businesses outside the casino, but as a result of gambling debts or addiction, and traffic offenses committed by persons traveling to or from the casino. A text version of Assistant Attorney General Smith's presentation may be found in Appendix N.

Finding: *Casinos are associated with increases in certain types of crimes. The Task Force did not have enough time or resources to conduct a comprehensive study of the impact a casino may have on criminal activity.*

- **Other Forms of Legal Gambling:** The Task Force solicited information from the Bureau of Alcoholic Beverages and Lottery Operations (BABLO) and the Maine Harness Racing Commission regarding the impact of a casino on the Maine Lottery, Tri-state Megabucks and the state's harness racing industry. Eben Marsh, BABLO director, conducted his own research and found that in all cases where a casino was developed in a lottery state, there was some negative impact on lottery revenues. Mr. Marsh stated that the impact was not more than a 20 percent reduction in lottery sales. His presentation stated that, in all cases, incremental revenues from a casino more than offset the loss of revenue from lottery sales. In order to make up for lost revenue from lottery sales, according to Mr. Marsh, the state would likely need to add new games to the lottery. Mr. Marsh emphasized that policy-makers should be careful applying this information from other states to Maine, since specific circumstances here could influence a different outcome.

Henry Jackson, Executive Director of the Maine Harness Racing Commission, stated that a Maine-based casino would be devastating to the harness racing industry in the state. According to Mr. Jackson, half of all the money wagered on harness racing is bet at Scarborough Downs, a commercial harness racing track in southern Maine. Since Scarborough Downs is in southern Maine, not far from the likely location of a Maine-based casino, it would be negatively impacted by a casino and that impact would be severe. Based on Mr. Jackson's presentation, the only way the industry could withstand the competition from a casino would be if a portion of casino profits were designated to support Maine's harness racing industry.

Part of the third meeting of the Task Force was a public hearing. A significant proportion of the testimony received concerned the impact a casino would have on the harness racing industry. Many that testified spoke of the rich tradition of harness racing in the state of Maine and the support that the industry provides to family farms and agriculture in Maine. Some testimony argued that the demise of harness racing will contribute to problems associated with urban sprawl, because farmers use harness racing (horses, feed, training, etc...) to supplement their income in order to maintain their land as farmland in the face of skyrocketing property taxes and the temptation to sell farmland to gain profits from selling their land for development. Many persons who spoke asserted that harness racing serves vital purposes in Maine by maintaining the agricultural industry and preserving open space.

Finding: *A Maine-based casino would have a significant negative impact on harness racing in the state of Maine unless some of the revenues from a casino were dedicated to supporting the harness racing industry. A Maine-based casino would have some impact on lottery revenues. However, the revenue received from a casino would likely make up for that loss. There was no testimony or information presented to the Task Force regarding the potential impact on licensed, non-profit gaming (beano and games of chance).*

Duty 7: Survey the various agencies, groups, organizations and individuals to determine which agencies, groups, organizations and individuals would provide education, assistance and counseling to individuals and families experiencing difficulties as the result of problem or pathological gambling and to determine the necessary funding those that have demonstrated their capacity to efficiently and effectively provide the necessary services. To begin to address this duty, the Task Force developed a survey to gain an understanding of the current network of services available to address problem and pathological gambling. The survey was distributed by mail to 500 Clinical Social Workers and Clinical Professional Counselors licensed in the state by the Department of Professional and Financial Regulation. The mailing resulted in a 31 percent response rate (156 surveys). In general, the responses demonstrated that there are few providers offering specific treatment to address problem or pathological gambling. Of the 156 respondents, only 19 stated that they offered that specific treatment, and most of those see fewer than 10 clients a year. The survey also questioned respondents about the type of services they provide, their cost, how they are paid for and what resources would enhance their ability to treat individuals with problem gambling. For a copy of the survey and responses, see Appendix S.

At its second meeting, when Eben Marsh, director of the Bureau of Alcoholic Beverages and Lottery Operations made a presentation, the Task Force learned that the state does not require that a portion of lottery proceeds be dedicated to supporting services to treat problem and pathological gambling. Currently, the state does not have a program dedicated specifically to this issue.

Finding: *The state does not have an adequate network to provide services designed to treat problem or pathological gamblers.*

VII. RECOMMENDATIONS

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

FRAMEWORK OF BROAD POLICY QUESTIONS:

- Should the decision to authorize a casino be based solely on the potential revenue it may bring to the state? In other words, is it all about revenue?
 - If it is all about revenue, how does the state maximize the revenue potential?
 - Who or what entity should be licensed to operate a casino?
 - Would the state generate more revenue if it operated the casino itself?
 - Should the license to operate a casino be granted based on competitive bidding?
 - Should there be just one casino or more than one?
 - What is the impact of a competitive casino being sited in a neighboring state or province like New Hampshire, Massachusetts or New Brunswick?
- Should the decision to authorize a casino consider more than just the potential revenue it may bring to the state?
 - What are the social impacts of a casino?
 - How are those non-quantitative social impacts measured against the quantitative impact of increased revenue to the state?
 - How would a casino impact other businesses in the state, particularly in the hospitality industry?
 - What will be the impact on the labor pool in the area where a casino might be located?
 - How will the housing market be impacted where a casino might be located?
- Are the negative impacts of a casino acceptable as long as the resulting costs are covered by the revenue a casino generates?
 - If a casino is shown to increase bankruptcy, crime, domestic violence, problem gambling and divorce, are those impacts acceptable if the state has casino revenue to provide the social services to address them?
- What are the benefits to an Indian Tribe or Nation licensed to operate a casino?

- If a casino brings significant revenue to the state, will that revenue be applied to current costs or will it result in an increase in overall spending?
- What if the state receives significant revenues from a casino, considering casinos are a significant source of income for the state of Connecticut, and the casino fails?
- How is the host site for a casino determined? Should neighboring municipalities and residents have any role in determining that site? How is the size of the impact zone for housing, transportation, the labor market and law enforcement determined?
- If the state provides the regulatory/enforcement/administrative oversight of a casino, which would need to be in place prior to the operation of casino, how are those functions to be funded?

Does the state currently have adequate personnel and resources to address the increased responsibilities and functions that will come with a casino?

FRAMEWORK OF DETAILED POLICY QUESTIONS:

- What exactly is being legalized if the state authorizes casino gambling?

What types of gambling would be permitted at a casino? Would a casino operate 24 hours a day all year long? Would there be established bet and loss limits? Would there be any constraints on gambling, such as the prohibition of ATM machines on site, limits on use of credit cards and limits on food and beverage discounts?
- Will the state have a dual structure that allows gambling by non-profits for charitable purposes and casino gambling for profit? Should gambling for profit be reserved for the Indian tribe and nation proposing a casino?
- What would the regulatory structure for a casino look like?

Is a new state agency necessary to deal with casino gambling? Will the state require the same regulatory structure that is in place in Connecticut? (See Appendix M) Will the state play a role in overseeing the financing of the project?

- How will the administrative/enforcement/regulatory costs be funded for the state and municipalities?

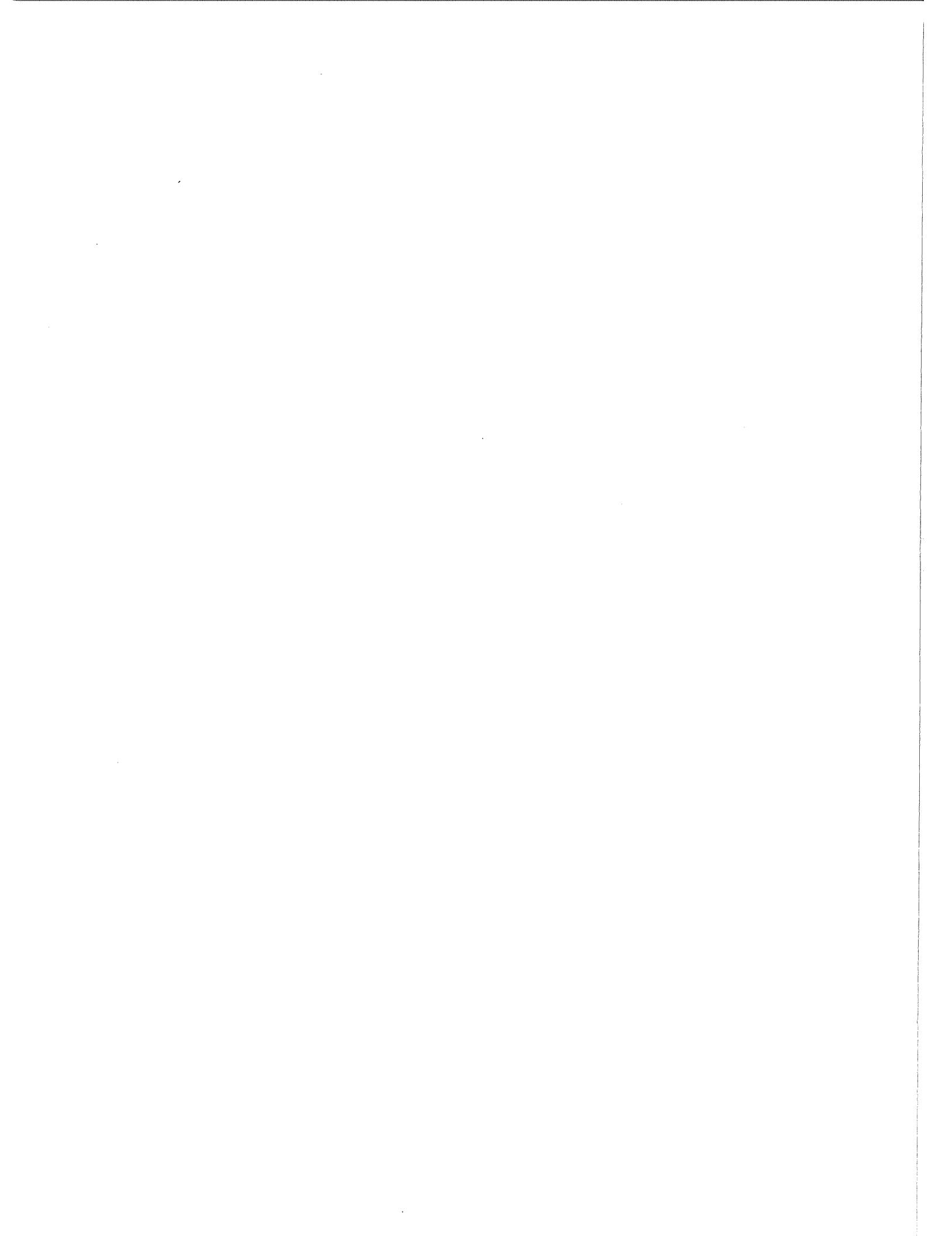
Will state revenue from the casino be dedicated to cover costs or will it go to the general fund for every agency to make a claim?
- What changes to the Criminal Code will be required? What new laws will need to be enacted to address fraud, licensing violations, access to the casino, internet gambling and penalties?
- Will a change in the liquor or smoking laws be necessary so that the licensee may operate a casino in the traditional manner?
- What will the administrative licensing process be for those operating or employed by a casino?

When is the right to a hearing on the license implicated? Who conducts a hearing? Will each gambling machine in the casino require a separate license? What is the cost to apply for and renew casino, employment and equipment licenses? What are the terms of the license? How long is the license valid? Who has the authority to suspend or revoke a license and on what grounds?

- What laws, rules and regulations need to be developed before a casino is authorized? How long will that take?

Additional questions regarding regulation, law enforcement and administrative oversight are listed in the written summary of Assistant Attorney General Smith's testimony at Appendix N.

Letter from House Chair Rep. Donna M. Loring





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December 30, 2002

Dear Maine legislators and citizens,

Enclosed is our Task Force Report on the impact of a new casino resort in Maine. The report presents the testimony we heard and the information we gathered.

We did the best job we could in a limited amount of time with a limited amount of resources. This report provides the basic information on the subject. It is a good beginning. It is now up to you as fellow legislators and Maine citizens to review the material, to conduct follow-up-studies, and to draw your own conclusions.

There will always be questions about building a resort casino here in Maine. This is obvious. But we do have an advantage here in Maine in that we are in a position to use the knowledge and experience gained from other states in a positive and creative manner. It is my personal hope that we can find ways to use this knowledge not to destroy but to build, to focus on progress, to open the door to partnership with the tribes, and to create something totally unique to Maine.

I would like to thank my fellow Task Force members for their participation, their intelligent discussion, and their civility in dealing with such an emotional issue. I would also like to thank all those who testified before our committee, as well as those who just came to listen. Finally, I want to specially thank the previous Speaker of the House, Michael Saxl, for appointing me as House Chair of the Task Force.

My appointment made Maine legislative history. It was the first time an Indian representative has ever been appointed to be house chair of any committee or task force. The appointment came as a surprise. Although I knew the political environment around the November elections would make the Task Force a political lightning rod, I accepted it, and have not regretted my decision for a moment.

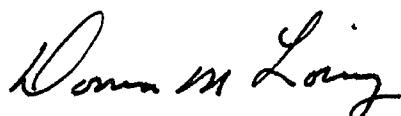
Let me add a few thoughts on the subject of casinos. For decades the word "casino" was used in whispers in the legislative hallways for fear it would kill any bill associated with

it. The Penobscot and Passamaquoddy tribe brought the word "out of the closet" so to speak, by announcing that they were planning to introduce legislation that would allow them to build a casino in Maine. There were some who argued that our task force should not consider the tribal connection when studying the issues surrounding a resort casino. But this made no sense- for without the tribal legislation, there would have been no Task Force. The reality is that a resort casino is a development project presented by the tribes to the State.

The tribes even conducted their own economic impact study. This is nothing unusual. Any responsible business owner or developer would do the same. Our Task Force was criticized for considering that economic impact study in its deliberations because the study was felt to be biased or tainted. This too makes no sense. When a business—tribal or otherwise—conducts an economic feasibility study it is to see if its investment will be successful and profitable. Investors are not interested in rosy or unrealistic projections. The tribal study was reviewed by two prominent Maine economists and found to be credible. Quite honestly, I feel strongly that had this project been less controversial, the economic development plans and the integrity of the tribes would never have been questioned. I want to thank the tribes for allowing the task force access to their study. It was the only study available that analyzed the impacts of a new resort casino on Maine in particular.

In closing, I encourage you to learn all you can about this issue, to distinguish facts from myths, and to deal with opposing views with civility. Again, this report is intended to be the beginning of a serious dialogue on the resort casino issue in Maine, not the end.

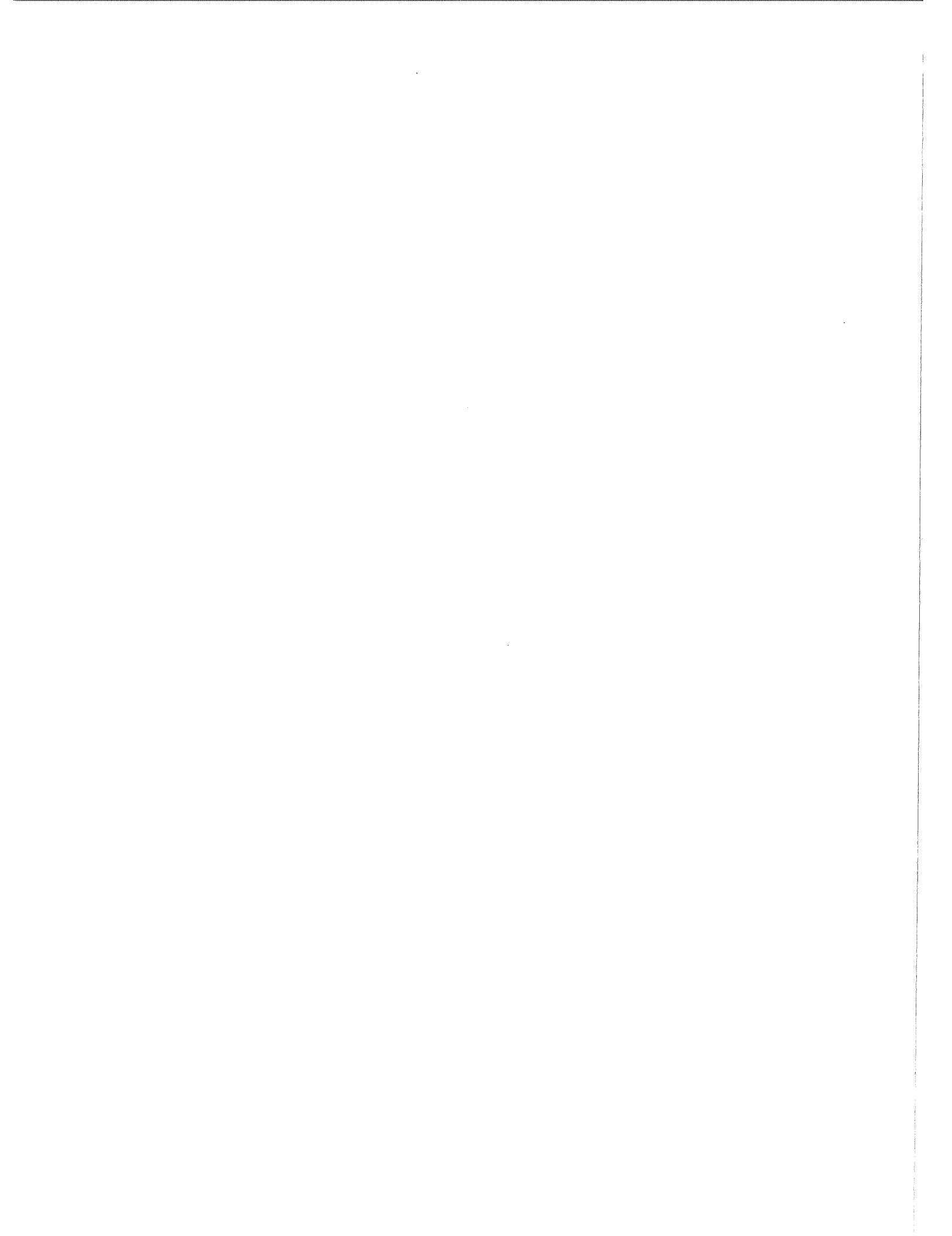
Sincerely,



Donna M Loring, Representative
House Chair

APPENDIX A

Authorizing Document, Resolve 2001, Chapter 124



CHAPTER 124

H.P. 1700 - L.D. 2200

Resolve, to Study the Impact of a Maine-based Casino on the Economy, Transportation Infrastructure, State Revenues and the Job Market

Sec. 1. Task force established. Resolved: That the Task Force to Study the Impact of a Maine-based Casino, referred to in this resolve as the "task force," is established; and be it further

Sec. 2. Task force membership. Resolved: That the task force consists of 18 members as follows:

1. Three members of the Senate appointed by the President of the Senate, with preference given to members who serve on the following committees: the joint standing committee of the Legislature having jurisdiction over business and economic development matters; the joint standing committee of the Legislature having jurisdiction over gaming matters; and the joint standing committee of the Legislature having jurisdiction over transportation matters;

2. Three members of the House of Representatives appointed by the Speaker of the House, with preference given to members who serve on the following committees: the joint standing committee of the Legislature having jurisdiction over business and economic development matters; and the joint standing committee of the Legislature having jurisdiction over gaming matters. In appointing one of the members under this subsection, preference must be given to a member who is a tribal representative;

3. Two members of the public in support of a Maine-based casino, one appointed by the President of the Senate and one appointed by the Speaker of the House;

4. Two members of the public opposed to a Maine-based casino, one who should possess some experience, expertise or knowledge of the causes, treatment or prevention of problem or pathological gambling, the providing of services to assist affected individuals and their families or the education of the public to increase its awareness of the disorders and available gamblers assistance programs appointed by the President of the Senate and one who is charged with examining the religious, spiritual and moral impacts of casino gambling appointed by the Speaker of the House;

5. The Chief of the State Police or the chief's designee;

6. The Attorney General or the Attorney General's designee;

7. A representative of the Maine Association of Interdependent Neighborhoods selected by the association, or the member's designee;

8. A representative of the Maine Chiefs of Police Association selected by the association, or the member's designee;

9. A representative of the Maine Chamber of Commerce selected by the chamber, or the member's designee;

10. A representative of the Maine Tourism Association selected by the association, or the member's designee;

11. A representative of the Office of Substance Abuse within the Department of Behavioral and Developmental Services, or the member's designee; and

12. The Executive Director of the Maine Harness Racing Commission or the executive director's designee.

A quorum is 12 members; and be it further

Sec. 3. Chairs. Resolved: That the first named Senate member is the Senate chair of the task force and the first named

House of Representatives member is the House chair of the task force; and be it further

Sec. 4. Appointments; convening of task force. **Resolved:** That all appointments must be made no later than 30 days following the effective date of this resolve. The appointing authorities shall notify the Executive Director of the Legislative Council once all appointments have been completed. Within 15 days after appointment of all members, the chairs shall call and convene the first meeting of the task force; and be it further

Sec. 5. Duties. **Resolved:** That the task force shall examine the following issues concerning a Maine-based casino and perform the following duties:

1. Determine the impact of increased vehicular traffic on the infrastructure of the State;

2. Verify the amount of estimated revenues produced by a casino, net costs of additional social services and the impact of those revenues and costs on the State;

3. Estimate the number of new jobs created and lost due to the construction and operation of a Maine-based casino;

4. Estimate the need caused by a casino for any new or increased services;

5. Identify appropriate locations for a casino if one is to be operated in the State;

6. Estimate the impact of a Maine-based casino on municipal services, social services, affordable housing, business activity and criminal activity within a 50-mile radius of a proposed casino and the impact on other forms of gambling that are legally conducted in the State; and

7. Survey the various agencies, groups, organizations and individuals to determine which agencies, groups, organizations and individuals would provide education, assistance and counseling to individuals and families experiencing difficulties as the result of problem or pathological gambling and to determine the necessary funding for those that have demonstrated their capacity to efficiently and effectively provide the necessary services; and be it further

Sec. 6. Meetings. **Resolved:** That the task force may hold up to 4 meetings. One meeting may be a public hearing held in the Augusta area; and be it further

Sec. 7. Staff assistance. **Resolved:** That upon approval of the Legislative Council, the Office of Policy and Legal Analysis shall provide necessary staffing services to the task force; and be it further

Sec. 8. Compensation. **Resolved:** That the legislative members of the task force are entitled to receive legislative per diem, as defined in the Maine Revised Statutes, Title 3, section 2, and reimbursement for travel and other necessary expenses related to their attendance at meetings of the task force. Public members not otherwise compensated by their employers or other entities that they represent are entitled to receive reimbursement of necessary expenses for their attendance at authorized meetings of the task force; and be it further

Sec. 9. Report. **Resolved:** That the task force shall submit a report that includes its findings and recommendations to the joint standing committees of the Legislature having jurisdiction over business and economic development and gaming matters no later than November 6, 2002; and be it further

Sec. 10. Extension. **Resolved:** That, if the task force requires a limited extension of time to complete its study and make its report, it may apply to the Legislative Council, which may grant an extension; and be it further

Sec. 11. Task force budget. **Resolved:** That the chairs of the task force, with assistance from the task force staff, shall administer the task force's budget. Within 10 days after its first meeting, the task force shall present a work plan and proposed budget to the Legislative Council for its approval. The task force may not incur expenses that would result in the task force's exceeding its approved budget.

Upon request from the task force, the Executive Director of the Legislative Council or the executive director's designee shall promptly provide the task force chairs and staff with a status report on the study budget, expenditures incurred and paid and available funds.

APPENDIX B

List of Members



TASK FORCE TO STUDY THE IMPACT OF A MAINE-BASED CASINO

Resolves 2001, Ch 124

As Of Thursday, August 22, 2002

Appointment(s) by the President

Sen. Kevin L. Shorey **Chair**
Route 1 Box 134
Calais, ME 04619
(207)-454-0523

Sen. Jill M. Goldthwait
22 Albert Meadow
Bar Harbor, ME 04609
(207)-288-5461

Sen. Chandler E. Woodcock
259 Middle Street
Farmington, Maine 04938
(207)-778-6220

Mr. John Menario
142 Royal Point Road
Yarmouth, ME 04096

Representing the Public in Support of a Maine-based Casino

Mr. Thomas Phillips
Casco Bay Substance Abuse Resource
205 Ocean Avenue
Portland, ME 04106

Representing the Public in Opposition to a Maine-based Casino

Appointment(s) by the Speaker

Rep. Donna M. Loring **Chair**
55 North Front Street
Richmond, ME 04357
(207)-737-2608

Rep. Bruce S. Bryant
2470 Canton Point Road
Dixfield, ME 04224
(207)-562-8224

Rep. Janice E. Labrecque
13 Hurricane Road
Gorham, ME 04038
(207)-892-9532

Mr. Richard Balkite
P.O. Box 1224
York Harbor, ME 03911

Representing the Public Opposed to a Maine-based Casino

Mr. Jim Carson
PO Box 2290
South Portland, ME 04116-2290

Representing the Public in Support of a Maine-based Casino

Attorney General

Ms. Laura Yustak Smith
Attorney General's Office
6 State House Station
Augusta, ME 04333
(207)-626-8800

Representing the Attorney General

Dir, Office of Substance Abuse

Kim Johnson
Ofc. Of Substance Abuse
AMHI - Marquardt Bldg.
Augusta, ME 04330

Representing the Office of Substance Abuse

Maine Association of Interdependent Neighborhoods

Judy Guay
PO Box 2711
Bangor, ME 04402
(207)-947-4371

Representing Maine Association of Interdependent Neighborhoods

Maine Harness Racing Commission

William Childs, Esq.
350 East Bridge Street
Westbrook, ME 04092
(207)-854-2494

Representing the Maine Harness Racing Commission

Maine Tourism Association

Mr. Vaughn Stinson, Executive
Maine Tourism Association
325B Water Street
Hallowell, ME 04347
(207)-623-0363

Representing the Maine Tourism Association

ME Chiefs Police Assoc

Chief Edward Strong
Kittery Police Department
PO Box 359
Kittery, ME 03904
(207)-439-1638

Representing the Maine Chiefs of Police Association

President, Maine State Chamber of Commerce

Dana F. Connors, President
Maine State Chamber of Commerce
7 University Drive
Augusta, ME 04330

Representing the Maine State Chamber of Commerce

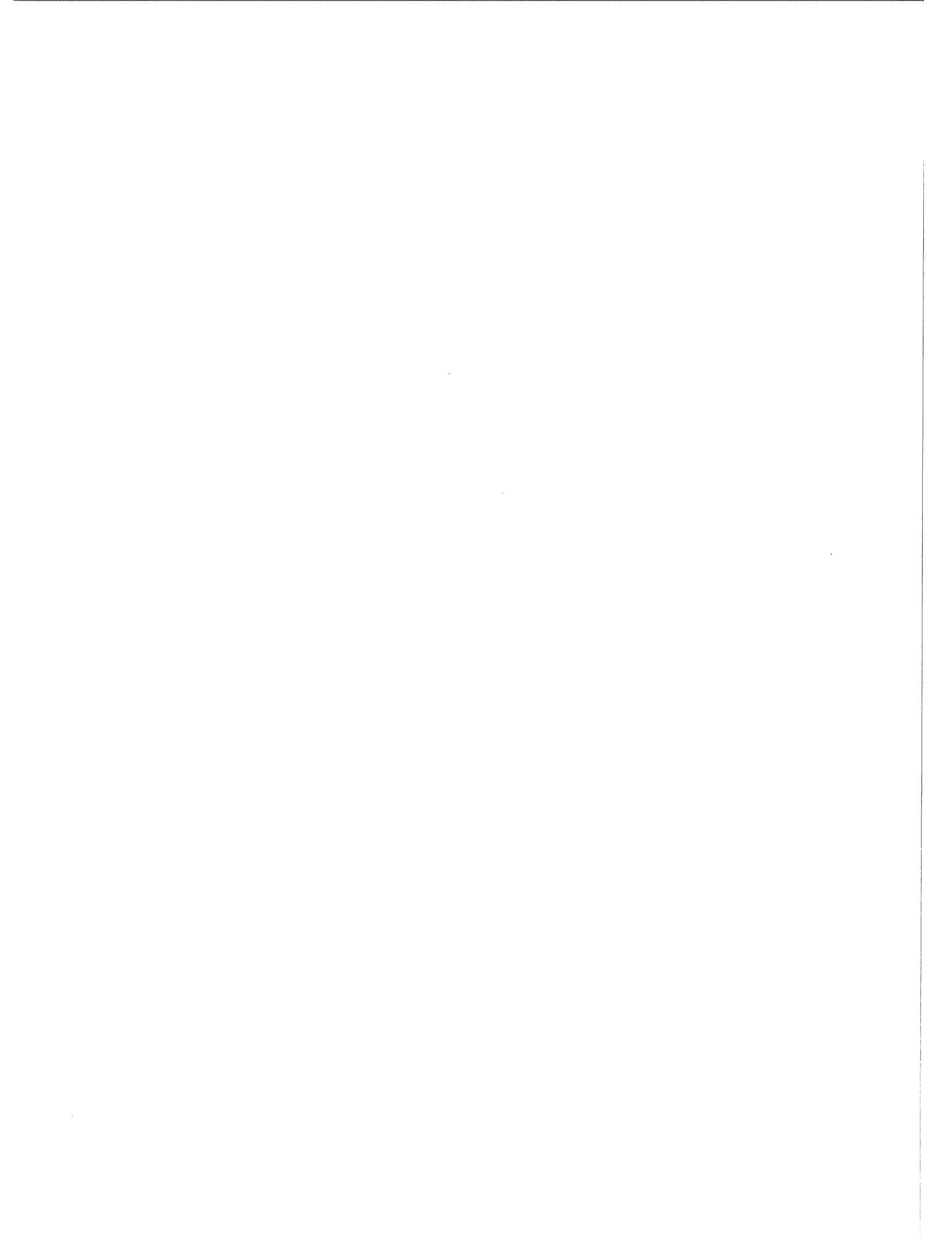
State Police

Craig Poulin
Maine State Police
42 State House Station
Augusta, ME 04333-0042
(207)-624-7062

Staff: Danielle Fox - OPLA 287-1670
Lisa Baldwin, OPLA, 287-1670

APPENDIX C

Task Force Meeting Minutes



Casino Task Force Meeting Minutes -- 9/3/02

In attendance: Sen. Kevin Shorey, Sen. Jill Goldthwait, Rep. Donna Loring, Rep. Bruce Bryant, Rep. Janice Labrecque, Richard Balkite, Jim Carson, John Menario, Thomas Phillips, Laura Yustak Smith, Kim Johnson, Judy Guay, William Childs, Vaughn Stinson, Edward Strong, Dana Connors, Craig Poulin.

Sen. Kevin Shorey opened the meeting by stating that this is a fact-finding mission. The goal is not to determine whether the state should have a casino. He urged the Task Force members to refrain from making this a spectacle.

Danielle Fox reviewed the duties of the Task Force.

Richard Balkite inquired whether a spiritual component could be added to the duties of the Task Force. Specifically, Mr. Balkite requested that the Task Force have the opportunity to significantly comment on the spiritual and moral aspects of a casino. Jim Carson suggested that it was beyond the scope of the Task Force. Other Task Force members expressed support for the inclusion of a spiritual component.

The Task Force decided it was appropriate to comment on the spiritual and moral aspects of a casino without formally adding it to the duties of the Task Force.

Ms. Fox went over the groupings of the duties. Duties #4 & #7 will be addressed in the first meeting; duty #6 will be addressed in the second meeting; duties number 1 & 5 will be addressed in the third meeting; and duties #2 & #3 will be addressed in the fourth meeting. There will also be a public hearing in Augusta.

Ms. Fox reviewed a list of agencies that provide alcohol and drug abuse treatment services. Kim Johnson noted that there was a longer list than this. She mentioned that there are many providers in private practice that should be included. She will provide this list to OPLA staff. Ms. Johnson also commented that a telephone survey for 200 providers would be difficult to administer.

Thomas Phillips suggested that there are training programs for dealing with gambling problems that are designed for alcohol and substance abuse providers. He said that very few providers in Maine have received this type of training and he was exploring how to make training programs available to more Maine providers. Mr. Phillips also noted that very few providers are currently able to handle clients with gambling problems.

Mr. Balkite requested that the survey be expanded to include other groups such as churches and other social service agencies. Ms. Fox noted that it would be a different survey if these other agencies were included. John Menario questioned whether surveying these organizations was part of the assignment. Sen. Shorey suggested that this was part of duty #4. He also expressed an interest in surveying other states that have casinos to find out about their need for increased services after the introduction of gambling.

Mr. Poulin said that he anticipated a trip to Connecticut to survey law enforcement agencies to find out more about their situation due to the casino.

Sen. Goldthwait said that her understanding of casinos is that the advantages and disadvantages change depending on the location. She thinks we should categorize the research on casinos according to urban vs. rural locations.

Kim Johnson mentioned that there is a body of research available and that we should start there. She suggested that question #7 and #8 are not appropriate for this survey because they ask for opinions. She thinks we should look at the research on gambling problems and addiction rather than seek opinions.

The issue of licensing and regulation was introduced. As a part of duty #6, the Task Force needs to estimate the need for increased capacity in its regulatory structure. It was noted that the State Police is typically responsible for regulating gambling. It is difficult to estimate the need for changes in capacity if there is no proposal.

Judy Guay said that there is likely to be a ripple effect from the casino and that the cost of addressing this ripple effect needs to be looked at.

Mr. Balkite said that the Maine Council of Churches and representatives from other denominations should be included in a survey. He will send a list of suggested organizations to survey and Ms. Fox will send a complete list to the Task Force members.

Mr. Carson suggested that a casino would not create a gambling problem. He believes that the focus should be on gamblers anonymous, that this is a service that is effective. He would like to know what the state's capacity is to treat problem gamblers and address how we can add to the capacity.

Sen. Goldthwait said that she believes it's dangerous to make assumptions about the impact of a casino. A survey of other states' experiences is needed to find out what other state's experiences have been.

OPLA staff will look at the research from other states that have casinos to get more information about the impact on services. The National Association of Attorney Generals was mentioned as a resource.

The Task Force categorized the social services impacts/needs into three areas: treatment, the ripple effect on gambling problems, and licensing and regulation.

Rep. Bryant inquired about what research was available. He thought it would be valuable to look at the current body of research.

Ms. Fox suggested that a simplified survey to evaluate capacity might be a good approach. Discussing methods and treatment protocol may be not useful for the purposes of the Task Force.

Mr. Balkite suggested that the Task Force include research that has been peer reviewed. It should also be clear who is sponsoring or conducting the research.

Mr. Phillips mentioned research resources that may be useful for the Task Force. Sen. Shorey inquired about getting more information on what research is out there.

The Task Force continued to review the survey questions. The Task Force decided to keep question 1. Question #2 was changed to say "What are the services you provide?" Question #3 was changed to include an additional question about the length of treatment. The Task Force was also interested in getting information about the cost of treatment. An additional part to question #5 was added – "what is the approximate average cost of treatment?". Mr. Philips noted that there are no in-patient treatment programs in Maine. A typical in-patient program is 28 days and is very expensive.

A question was raised about the willingness of substance abuse counselors to take on clients with gambling problems.

In light of adding a question about the length of treatment, Ms. Johnson noted that the research addresses this question. Mr. Philips added that there is a high rate of relapse in problem gamblers.

Sen. Goldthwait suggested that a pilot survey should be sent out first to make sure that we get the answers we want. Ms. Fox noted that we could use the current list of agencies to pilot it. This could be e-mailed out this week and returned within 5 days.

The Task Force agreed to keep #6 the same as proposed.

In looking at whether a casino will increase gambling problems, it was again suggested that the existing research should be the Task Force's primary resource. William Childs thought we should focus on recent research. Mr. Balkite suggested we should be looking at all the social costs. He noted that according to a University of California study, the real social costs don't show up until year three.

Mr. Poulin brought up the impact of a casino on the regulatory structure and on law enforcement agencies. He noted that Connecticut is similar and could be used as a model for developing a regulatory structure. He thought this issue could be addressed in duty #4. He also thought that they could obtain crime statistics that could help with question #4.

Edward Strong said that all problems are blamed on a new casino. He noted that the level of crime is dependent on location and typically the biggest increase in crime comes from drunk driving among local residents. He believes that the State Police do a good job of regulating gambling and that the local police are also involved. Mr. Strong suggested

that its difficult because they don't know what is being proposed and where it will be located. Las Vegas has problems because people go there to live. He doesn't think this will be the case in Maine.

Mr. Strong also suggested that we should look to other states to figure out the cost to regulate gambling. Connecticut is regulated by the legislature. This is similar to a Maine proposal from 1994.

Sen. Shorey requested that Ms. Fox and the 2 police chiefs work together to come up with cost estimates for a regulatory model.

Sen. Goldthwait mentioned that she was interested in adding something about financial and credit to duty #4, as well as other social impacts. She also wondered about the impact on tourism and how we can quantify it. She also inquired about what gambling will do for the image of tourism in Maine. Vaughn Stinson responded that in Mississippi, the impact on tourism wasn't negative or positive. He speculated that gambling would not bring necessarily bring in new tourists, but would be another activity for people while they visit.

OPLA staff will use the table of contents from the National Gambling Commission Study to get guidance on other types of social research available. Staff will bring forward research and summarize it. They will focus on the most recent research and seek out neutral studies, for example studies sponsored by National Council of State and Local Governments. Task Force members are invited to forward research sources to OPLA staff. It will then be up to the Task Force to determine what information is relevant and credible for the report.

Dana Connors questioned how the Task Force could do justice to the study if we don't have a scope, size or location of a casino.

Sen. Shorey acknowledged that there are plans, and knowing what they are would help with data/research selection. Sen. Goldthwait noted that we have a past proposal that we could possibly use. Ms. Johnson suggested that we come up with a variety of scenarios and tailor the research to a proposal.

Sen. Shorey requested that the Task Force be provided with this information by the third meeting. He stated that at the next meeting, the Task Force is to address duty #6 and asked for ideas on presenters.

Sen. Goldthwait suggested representatives from the MMA, and the banking and credit industry.

The Maine Chamber of Commerce was asked to make a presentation on impacts on business activity.

John Menario suggested that we ask someone from Connecticut who is the equivalent of the Education Commissioner and the HHS Commissioner. The Attorney General's Office was also mentioned.

Ms. Guay said she was interested in finding out more about the impact on the need for additional housing, and would like to find out about other states' experience. She wondered about the differences between rural settings and urban settings.

Mr. Carson suggested that the Task Force stay stick to what is being proposed and noted that the communities being proposed are similar. Mr. Strong pointed out that the differences between Biddeford and Sanford – two of the proposed communities -- are significant.

Rep. Loring said that the Task Force should address rural locations also and that the Task Force won't put a Casino where it's not wanted. She requested that Tom Tureen speak on the issue of location and a proposal.

Sen Goldthwait asked how the Task Force should be approaching the issue. She suggested that they should be looking at casinos generically, and not at a specific proposal.

Mr. Strong wondered about the legality of gambling, and who would be allowed to operate a casino. Sen. Shorey pointed out that the Task Force is not making recommendations on that issue. Mr. Strong stated that it's difficult to decide without specific information.

Sen. Goldthwait suggested using the proposals from the past and developing a new one. The Task Force should use these two models to create generic models. She suggested using data from the current tribal proposal.

Tom Tureen was recognized by the chairs and the Task Force to speak on the specifics of the proposal. He suggested that we look at the opportunity for a casino. He stated that there are 400 casinos in the US, and only two in New England. The size of the Casino would be a function of demographics. A viable casino would employ 4,000 people, and cost \$500,000. It would be connected to the Turnpike. 80% of the visitors would be from out-of-state. He mentioned that he is willing to share the methodology of they arrived at these figures. He also noted that each location would have a different numbers. The proposal mentioned is a generic proposal. How large and where it should be located are market driven.

He further clarified that in Southern Maine, it would be a casino with 4,000 jobs, 4,000 slots and it would generate \$100 million in revenue for the state. Mr. Balkite said that the Task Force would need more detail to evaluate the proposal. Sen. Shorey noted that the Task Force is not tasked with evaluating the proposal, that it will be used as a baseline. It was agreed the Mr. Tureen would share the methodology with the Task Force members.

They will also use the nine year old casino proposal from Calais as the baseline for a rural casino.

He also stated that the tribes are looking at the Connecticut casinos; they currently employ 23,000 people. A Maine casino would be about one-sixth the size of that.

It was requested that we add a rep from the Restaurant and Innkeepers Association.

Sen Goldthwait suggested that we find someone who can evaluate proposals and identify questions – an independent and informed evaluator.

Rep. Loring mentioned Charlie Colgan as a possible evaluator. Ms. Fox mentioned someone from the University of Maine who has done research on casinos.

The Task Force reviewed the list of possible presenters. They included:

1. Rep. From banking and insurance industry -- credit issues/white collar crime
2. MMA
3. Maine Chamber of Commerce
4. Connecticut: AG's office, HHS commissioner, DOE Commissioner, Housing rep.
5. Maine Housing Advocate – Ms. Guay to find.
6. Bureau of Alcohol and Beverage
7. Harness Racing rep. (Mr. Childs to get back to Danielle about a rep.)
8. ME council of churches
9. ME council on gambling (Mr. Philips will find rep from gamblers anonymous)

Mr. Strong asked a question about how the Indian Gaming Regulatory Act relates to this issue. Ms. Fox noted that there is a memo that addresses the legal issues related to locating a casino in Maine in their folder.

Ms. Fox was asked to determine how much revenue is generated in the state by other forms of gambling.

The next meeting was set for Monday, September 30 @ 10:00. Sen. Shorey requested that the meeting be held in the Business and Economic Development room because it is larger. He expected the meeting to run all day.

Casino Task Force meeting -- 9/30/02 minutes

In attendance: Sen. Kevin Shorey, Rep. Donna Loring, Sen. Jill Goldthwait, Rep. Janice Labrecque, Rep. Bruce Bryant, Dana Connors, Edward Strong, John Menario, Thomas Phillips, Richard Balkite, Jim Carson, Laura Yustak Smith, Kim Johnson, Judy Guay, William Childs, Vaughn Stinson, Craig Poulin.

After the introductions of Task Force members, the first presenter spoke.

Eben Marsh – Bureau of Alcoholic Beverages and Lottery Operations (BABLO). His intent was to speak on the impact of a casino on the state lottery. He first presented current and historical information and statistics related to the operation of the lottery. He noted that some of the profits go to General Fund and some go the Heritage Fund, which supports conservation projects in state. The Lottery sold over 72 million tickets 2001. A hand out was provided to Task Force with detailed information on Lottery operations.

He explained that lottery tickets are distributed through private retailers; however, only some only sell instant lottery tickets. 5% of sales go to the retailer.

Mr. Marsh said that BABLO actively promote games through prizes, such as cars. They have a 2.6 million advertising budget.

Maine spends \$2.36 per capita on lottery tickets; this per capita amount puts Maine in the middle of states with lotteries. He noted that at this level of spending, gambling is not a problem. He further noted that of the 39 states with lotteries, 23 have casinos.

Mr. Marsh discussed statistics on who plays the lottery. More women than men play -- 80% of Mainers have played the lottery. He explained that BABLO is working to keep Mainers interested by developing new games.

After this summary, Mr. Marsh discussed the possible impact of a casino on the Maine lottery. He mentioned that there is one research paper that is very good. He also mentioned that there was some anecdotal information. The information he found indicated that with the introduction of a casino there was some negative impact on lottery revenues. This was true in some states more than others. However, the impact was not substantial -- not more than a 20% reduction. He also noted that the introduction of "powerball" helped in Connecticut to bring lottery revenues back up.

Mr. Marsh also indicated that video lottery has had a limiting affect on state lotteries. In all cases, incremental revenues from a casino more than offset lowered lottery revenues. Overall, there was an increase in total state revenues. He cautioned that we should not necessarily apply these results to Maine – specific circumstances may change the outcome.

Connecticut conducted a study that supports that a casino did not have an adverse affect on the lottery

John Menario asked if, given the large amount of money spent, does the State of Maine provide any funding to study gambling problems. Mr. Marsh said that it does not provide funding. He noted that a bill was created a few years back but was withdrawn when BABLO agreed to put out responsibility and moderation message. He said that it has not emerged as an issue – they have not received many requests for help with gambling problems. When asked if BABLO has contributed funds to organizations that provide assistance with gambling problems, he said they did not. He also said that the governor has not attempted to dismantle the program.

Mr. Marsh said that people have given solid support for the lottery at fairs. He used the word “fun” to describe how many people regard the lottery.

Mr. Menario inquired about whether Mr. Marsh would consider a casino to be fun. Mr. Marsh said he felt it would not be appropriate to answer.

William Childs asked about the affect of the lottery on harness racing. Mr. Marsh did not know.

Mr. Marsh noted that, in Connecticut, lottery sales initially fell after the introduction of the Casino, but then rebounded due at least in part to the introduction “Powerball”. He had no inclination to enter Maine into “Powerball”.

Mr. Marsh was asked about the type of people who buy scratch tickets. He indicated that, like the lottery in general, more women than men buy tickets and more young people buy them. He noted that the average payout in prizes for scratch tickets is 60%.

Rep. Janice Labrecque asked about the outcome of the bill to address problem gambling. She noted that BABLO was given an 800 # to give to people who had gambling problems and wondered if people were using it. Mr. Marsh said that the type of services offered did not seem appropriate so they are not using it.

Senator Goldthwait added that there was no charge on the part of BABLO to provide services to deal with the social side of the gambling. It is not part of their mission and there is no appropriation for it.

A question was posed about whether Connecticut is the exception for states when introducing a casino in a state where there is a lottery. Does state revenue typically decline? Mr. Marsh agreed that states might need to add games to make up for lost lottery revenues due to a casino.

Kim Johnson asked about any market research that was done on market segmentation on the lottery. Danielle Fox agreed to find any research on market segmentation related to casinos.

Chief Edward Strong added that Connecticut and New Jersey all have casinos and also have higher per capita spending on the lottery.

Jim Carson asked Mr. Marsh if he believed the lottery has been successful in raising revenue and providing fun? Mr. Marsh indicated that he thought so.

He further noted that the introduction of casinos has increased total revenue for the state.

The second speaker was Kate Dufour from the Maine Municipal Association (MMA). She said that MMA does not support or oppose a casino. She has information on municipal revenues, expenditures and salary levels. Ms. Dufour presented a handout that provided details according to the size of the community.

She said that there are 8 municipalities with over 20,000 residents, 10 municipalities with 10,000 to 19,000 residents; 40 municipalities with 5,000 to 9,000 residents; 38 municipalities with 3,500 to 4,999 residents; 67 municipalities with 2,000 to 3,499 residents; 111 municipalities with 1,000 to 1,999 residents; and 218 municipalities with under 1000 residents.

Ms. Dufour noted that MMA has not conducted a study on the impact of casino on municipal services.

Senator Goldthwait inquired about the cost of services for communities with seasonal population surges such as Bar Harbor? Ms. Dufour explained that she was not aware of any information on this issue.

John Menario asked about revenue sharing arrangements. He noted that if the \$102 million generated by a casino went back to communities, this would double the amount of going to communities through revenue sharing. It was pointed out that municipalities would only get 5% through revenue sharing. So the amount would not be doubled.

The third speaker was Dick Groton from the Maine Restaurant Association. He indicated that the position of the association is unknown at this time. He noted that it was premature to poll their membership. He submitted written testimony. He noted that some members were excited about the prospects, while others were concerned about the potential competition. He further noted that there are different types of competition. Casinos want to keep visitors on complex and will offer discounts to visitors to discourage them from leaving the complex.

Mr. Groton said that a casino would have a huge impact on housing and employment. The problem is with the profit structure. He questioned where workers come from and where will they live, noting that this could result in a crisis.

Mr. Groton questioned whether a casino would be just another attraction? Or will it conflict with Maine's marketing image? He posed questions about the social costs of casino; who would get the money from a casino; what would be the effect of New Hampshire getting a casino. He suggested that it would be important to analyze who the winners and losers of a casino would be.

Mr. Menario inquired about where his members stand. Mr. Groton indicated that he still doesn't know where members officially stand. However, he has been hearing from members from Portland north that it's not a problem, but Portland south, members are very concerned. His testimony today is a compilation of the comments and questions he has received from members.

Mr. Menario asked about the opportunity for builders to reduce housing crunch? Mr. Groton responded that property is so valuable in Southern Maine that it would be too difficult to build affordable housing.

Mr. Menario questioned whether we should stop creating jobs if there are not enough people to employ. He noted that Maine is 38th in per capita income and per capita income is 26% below other New England states.

Mr. Groton indicated that he wants increases in wages on a competitive basis. He suggested that this is different because it's directed at the restaurant industry. The casino would be taking away the best and brightest in the industry.

He was asked whether there would be resentment that Indians might benefit? He said no.

Judy Guay said she was concerned about low-income people and housing needs. She noted that there is not enough housing as it is. We need to address how to house 4,000 more employees in area.

Ms. Guay further noted that wages are too low right now and that we need higher wage jobs.

Sen. Goldwait inquired what the effect of a casino in Canada might be. The assumption is that the casino would be in York County; she encouraged the association to look at other possible locations throughout the state. Mr. Groton responded that their members would also look at other areas that might be affected.

Sen. Goldthwait mentioned that the National Gambling Impact Study indicated that there would be a significant impact from a casino on commercial property values. She wondered if this was a concern of the membership. Mr. Groton indicated that it was a concern.

The question was posed about whether a casino would be good for the construction trades. Are communities in Southern Maine trying to restrict development because of the impact on services? If so, how many communities are doing this?

Chief Edward Strong said that restaurant and retail jobs are bad paying and not year round. That's why they are not desirable. He surmised that casino jobs would be year round and have benefits. The Casino would likely draw employees from New Hampshire.

Chief Strong suggested that on-site housing might help to ease the housing crunch? Maine is already hurting greatly from New Hampshire restaurants.

Rep. Loring added that in looking at Mississippi, when a casino was located in poor communities, it turned a community around. In the Connecticut casinos, which are far from metropolitan areas, the impact might be less.

A question came up about the impact of the Connecticut casinos on Mystic, which is 10 miles away. There has been no major impact on Mystic as tourist destination.

Chief Strong wondered, based on Mystic's experience, if a casino in Southern Maine would affect communities? Mr. Groton suggested that because casinos are destination resorts that they would have a great effect on small communities.

Richard Balkite questioned why the speakers he suggested were not considered for the agenda and why these economists were invited to speak. Senator Shorey said that he invited them speak today. Mr. Balkite said that he would like the speakers he suggested to be considered for a future meeting.

The fourth speaker was Jim Klas from KlasRobinson Q.E.D. Mr. Klas presented a power point presentation. He also provided a handout. Mr. Klas noted that less than 10% of the population within 200 miles of a casino in York County lives in Maine. He noted that the presentation is based on a casino in York County and the opportunity there.

Mr. Klas said a casino would draw 88% of its visitors outside of Maine. He noted that when you get in ahead of the competition, you can shape market.

He discussed "indirect impacts", which are from the goods and services bought by the casino, and "induced impacts", which result from wages spent by employees.

Mr. Klas noted that his form used the IMPLAN model. This is the most widely used model and can be tailored specifically for Maine. He stated that Professor Colgan used the REMI model, which is even more refined.

Mr. Klas indicated that the total impact of a casino on Southern Maine would be to add about 9800 jobs. He further noted that crime rates run counter to what is expected. It has gone down in other casino areas.

He stated the magnitude of any social costs could be compensated for by money from a casino.

Sen. Goldthwait said his statement that arguments suggesting that a community might be concerned that the costs don't outweigh the benefits are absurd offended her. She said she thought that statement put his objectivity into question.

Sen. Goldthwait pointed out that \$40 million of casino revenues is coming from York County – a single county alone. She also wondered why only \$6,000 was included for benefits – its usually 30%. Mr. Klas responded it doesn't account for all employer costs. This amount covers meals, health insurance, and workman's comp.

Judy Guay said she believed that the anticipated casino wages are still not high enough. She suggests that a recommendation for higher benefits and wages is appropriate.

Thomas Phillips mentioned the crime issue. He noted that in “tribal nation”, it stated that crime in communities near Ledyard has increased their costs over \$2 million. He mentioned that the communities near Ledyard have a higher crime rate when the general crime rate is going down.

Mr. Klaus responded that he is familiar with the statistics. He believes the study does not adequately recognize that Connecticut spreads casino revenue throughout the state – it is not focused on communities near the casinos. He doesn't agree that all of the \$2million costs are associated with the casino. He also suggested that costs would be lower in Maine.

Mr. Klas stated that there is a positive economic impact and he will stand by statement that casino has a net positive impact. If structured well, there is more than enough money to cover the added costs.

Laura Yustak Smith asked if there is enough money to cover added costs for prosecutors because of potentially higher crime even if this is not consistent with his assumptions about crime rates.

Mr. Klas indicated that crime rates near casinos are not necessarily higher and that any increase in crime may be associated with higher tourism.

A question was asked about whether employment is seasonal and are lay-offs likely? Mr. Klas indicated that lay-offs are not likely; he thinks they are more likely to accommodate employees in other ways.

Dr. Charlie Colgan stated that he is a professor of the Muskie Institute. He said he is not for or against a casino. He was asked by tribes to conduct a peer review of the impact analysis.

Dr. Colgan said that the estimates using the IMPLAN model are reasonable. He found them to be well within the usual practices. He noted that it is difficult because there are no current casinos; however, using the available info, they can find reasonable upper and lower estimates.

According to Dr. Colgan, the employment effect will 7,700 jobs. Using their model, 86% will be in York County, 6% will be in Cumberland, and 1% in Penobscot County.

He further stated that some new jobs will be in New Hampshire and Central Maine – some indirect and induced effects will occur inside Maine and some will occur outside of Maine.

Dr. Colgan stated that they need to make adjustments for the models. He noted that more people are likely to commute rather than move to Maine. York County will likely grow by 2% as a result (or 19% over 20 year period). Tax revenues (through induced and indirect impacts) to state and local government will be around \$18 million. This is in addition to what a casino would directly pay to the state.

A casino will increase overall wages in York County. An increase in wages means rise in labor costs, which dampens the multiplier effect. As a result, over 20 year period, instead of 7700 jobs being created, 6,600 jobs will be created. The net affect remains substantially positive.

Jonathan Rueben from the Margaret Chase Smith Institute was asked to comment on the economic impact analysis. He evaluated whether if you accept direct jobs and casino #'s proposed by the tribes, do the overall outcomes make sense. He stated that this is somewhat difficult because there is no casino in state. Mt. Rueben said he believes that this was reasonably well done – the impact is reasonable. He further stated that this would make the casino the 6th largest employer in Maine.

Edward Strong said that the \$2 to \$4 million for security was more than he came up with. Mr. Klas said it was important to look at absolute numbers, not just the percentages. He noted that traffic was likely to have the biggest impact.

Laura Yustak Smith inquired about whether the raw numbers for crime would go up or down. Mr. Klas said there was no direct calculation. He looked at the costs of comparable communities with casinos. He clarified that the costs of crime are a different issue. The numbers he presented were based on crime mitigation, not the increased costs of crime. Ms. Smith asked whether prosecutor's salaries were included in the costs. Mr. Klas stated that comparative numbers consider the costs police, fire, emergency, and rescue – or what the local community thought should be considered.

Richard Balkite stated that there are no assumptions in the analysis – he thinks this a problem. He stated that this was not a peer review. It needs to be published to be a peer review. He further stated that Mr. Klas was paid by the tribe. Dr. Colgan stated that he has not been compensated. Mr. Rueben has not been compensated. Both Dr. Colgan and Mr. Rueben said they intended to bill the tribe's law firm.

Mr. Rueben stated that peer reviews happen in many ways. He further noted that this is an appropriate peer review. If you accept the direct impacts, then the indirect and induced impacts are correct.

Mr. Rueben said the REMI model is a little better than IMPLAN because it analyzes the impacts over time.

Mr. Balkite asked about the opportunity costs of casino. Dr. Colgan that there is an opportunity cost to some extent, but he doesn't know what else would go in York County instead.

Mr. Balkite stated that he wants the two economists that he recommended to come speak – Earl Grinols and David Mustard.

Mr. Klas noted that this document is not the full report – it's a presentation document. He said that the projections are consistent with other casinos around the country. He will provide the rest of report and sources.

Rep. Loring asked about the impact of a casino on population growth, noting that Maine has the 3rd slowest growing population in the country, particularly in the 18 to 24 age group. Dr. Colgan stated that this is largely due to the prolonged economic recession. He said that people left never came back. Dr. Colgan thought the population would grow some in York County. He said you need economic opportunities to increase the population.

Sen. Goldthwait asked if Boston was closer to Sanford than Ledyard. Mr. Klas that Sanford was closer by 30 or 40 miles to Sanford than Ledyard. Sen. Goldthwait further inquire about whether there might be contextual issues for where a person might go to gamble. Did Mr. Klas consider this? Mr. Klas stated that he did consider this.

Mr. Klas was asked whether the cost analysis included white-collar crime? Mr. Klas said that it includes all kinds of crime, including white-collar crime.

Mr. Klas stated that the size of the gaming area in Foxwoods and Monhegan is 300,000 square feet. The proposed casino in Maine would be 200,000 square feet.

When asked about the pay out to loss ratio, Mr. Klas said that a pay out of 10% to 15% is typical – it can be as high as 35%.

William Childs asked about jobs – he wondered where did people come from in other areas with casinos such as Connecticut.

Mr. Klas stated that you get people from the unemployed, underemployed, and out-of-staters. He noted that 17% of York county residents would prefer to work closer to home. He further noted that population growth will increase, but not dramatically.

Dr. Colgan added that the economy has a way of finding people for jobs. He also said that good local planning would go a long way.

Mr. Klas added that when discussing traffic, we are really interested in travel time – \$2 to 4 million would not include increased traffic capacity. You will need improvements from

tribes in development costs. He said that typically traffic would be off peak in relation to commuter traffic. It would be nights and weekends.

Mr. Klas said that he assumed that one casino would be added. The numbers would change if another casino were located in New England. He said the effect would depend on where it was located and what types of gambling there were.

Thomas Phillips asked if the analysis considered the number of new problem and pathological gamblers and the added cost of them.

Mr. Klas said that it considers the costs of mitigating the effect, but not the cost of the impact of them.

Mr. Klas stated that many markets negotiated agreements or compacts with states to share revenues from the casinos because under the Indian Gaming Regulation Act (IGRA). Tribes do not pay local or state taxes.

John Menario said that he thought that job growth is manageable. He asked if Dr. Colgan had ever come across a project with greater economic impact than the casino. Dr. Colgan stated that this is the largest single project since the Bath Iron Works project. He further stated that the tourism industry is growing in Maine, but it is slower than the national industry average growth. Maine has lost market share. Dr. Colgan said that the type of tourist opportunities offered in Maine are different from the types of tourism that are growing. He gave the example of cruise ships or resorts as the type of a tourist industry that is growing. He said that the nation is moving towards casino types of vacations.

Mr. Menario noted that casino revenues from Maine residents was the equivalent of 1/3 of what is currently going to the state lottery – \$50 million vs. \$150 million to lottery.

The next speaker was Keith Whyte from the National Association for Problem Gamblers. He stated their organization was neutral on gambling. He stated that there's a substantial amount of gambling in Maine right now.

Mr. Whyte said there is no group in Maine that assists problem gamblers. He said nationwide, their hotline receives an average of 1 call every 3 or 4 minutes – largest gambling hotline in the nation. He stated that they get many calls from states without extensive legalized gambling.

Mr. Whyte said that gambling is considered normal, and that there is no significant variation among regions or states – problem/pathological gambling is a mental health disorder. He said this is not tied to the amount of legalized gambling. It crosses state borders. He further stated that states do have some variations – but on average the percent of problem and pathological gamblers is similar. Mr. Whyte said he did not know what would happen if gambling was expanded. The evidence for expansion was mixed. In Iowa, problems increased; in Oregon, studies show that it decreased. He noted that Oregon provides funding for programs for problem gamblers. He believes

that states should do a needs assessment, but this rarely done. As a result, there is not much good policy research.

Mr. Whyte stated that there were multiple risk factors including genetic; co-morbidity is common – 50% of problem gamblers also have a substance abuse problem. They don't just have 1 disorder. He further stated that you can't say that one problem was the cause. He suggested that by helping problem gamblers, you help substance abuse problems.

My. Whyte was asked how much Maine has spent on prevention and education. Mr. Whyte said zero. He said that insurers refuse to reimburse for problem/pathological gambling problems. He further stated that you can't forget personal responsibility.

Mr. Whyte said that prevention education, treatment, enforcement and research are very important. Problem gambling starts before other risky behaviors. He said that treatment programs should include gambling.

He said that he wants to help people gamble safely – to provide consumer guidance and resources. He noted that 1/3 of calls from family members.

Mr. Whyte said that only 16 of 50 states have any treatment. He stated that he thinks treatment programs can be setup regionally. Right now, 80% of insurers refuse reimbursement and the state has a role in helping problems gamblers.

Mr. Whyte said he is concerned about enforcement – young people buying lottery tickets is a real problem. Young people in bars access video gambling; Internet gambling and non-profit gambling also feeds these habits.

John Menario asked if the expansion of gambling has changed the % of problem gamblers. Mr. Whyte provided the following statistics:

1974 -- .74% of the adult population were problem gamblers
1998 – 1.7% of the adult population were problem gamblers

Mr. Whyte stated that the rate of addiction is about the same, but the evidence is not solid enough – it's not a precise #. He said that credit cards and Internet gambling might have exacerbated the problem.

In discussing the rate of relapse, Mr. Whyte offered the following 5-point approach.

1. Training existing substance abuse counselors, which is a relatively manageable task.
2. Referrals and incorporating problem gamblers into continuing care. This can be regionalized – e.g. Portland or New England.

3. Prevent relapse – currently, there are high rates of relapse and prevention is difficult because gambling is hard to stay away from -- all you need is money or credit.
4. The need for total abstinence from gambling.
5. Prevention and education most effective.

Mr. Whyte questioned how to pay for problem gamblers who don't have insurance because most don't have any money.

Mr. Whyte said the state has an added role because it legalized lottery.

William Childs asked how many of the 1% of problem gamblers might commit suicide. Mr. Whyte stated that problem gamblers have the highest attempted and completed rate of suicide of any disorder. He said that 50% to 70% of pathological gamblers have considered suicide. Depression is often a part of this. He further noted that bankruptcy does not correlate with gambling problems but there is an effect. He said that Gamblers Anonymous discourages members from declaring bankruptcy. Mr. Whyte said that the correlation with domestic violence is quite high – this happens when the gambling partner threatens to cut off funds.

Mr. Whyte said there are 2800 Internet gambling sites.

Mr. Whyte was asked what the difference is between gambling at a local store and casino gambling. Mr. Whyte said it is a distinction without a difference. Pathological gamblers will do whatever it takes.

Sen. Goldthwait asked how his organization is funded. He said their funding is \$400,000 per year -- 50% is from their annual conference, 25% from corporate membership. They do take some money from the gaming industry, and they have individual members and receive some money from grants.

When asked how much he recommended that states set aside for prevention and treatment programs, he said they don't have a set amount. However, 1% of gaming revenue would make a significant impact. He said that the best way to address this is to do a needs assessment. This can be done by the Dept. of Education, the Dept. of Human Services, or the Maine Center on aging. He suggested that the state find the opportunity where programs can be adapted.

Jim Carson said that he thinks it's a disease that's organic and independent of the amount of gambling – education is the key.

Sen. Shorey stated that Oct. 25 will be the next meeting – it will start at 10:00 am. This meeting will be held at the Armory in Augusta.

The next speaker was Henry Jackson from the Maine Harness Racing Commission. He said that racetrack revenues have gone down, while lottery sales have gone up. However, Off Track Betting (OTB) has gone up.

Mr. Jackson said that Scarborough Downs would be affected by a casino. He further stated that ½ of betting money is bet at Scarborough Downs. Scarborough Downs would likely move out of state or go out of business. A casino will reduce the funds for agricultural fairs.

William Childs asked about the number of fairs that would stay open if Scarborough Downs closed. Mr. Jackson stated that 2 fairs out of 17 (Fryeburg and Windsor) could probably continue – the rest would likely close.

Mr. Jackson said that according to an impact study by the University of Maine, 700 – 1,000 are employed by the harness racing industry. He further stated that slot machines at Delaware and Ontario have helped the industry significantly.

Sen. Goldthwait asked about whether the state makes up the difference in the budget if expenditures don't meet revenues. Mr. Jackson said that this year, the Harness Racing Commission lost money and there was no gain to the state.

Mr. Jackson clarified that certain amounts are dedicated revenues for specific programs. The rest goes to cover administrative costs and to the General Fund.

Mr. Menario suggested that perhaps casinos could dedicate some money to the harness racing program.

Mr. Menario asked if Scarborough Downs would continue to be viable even without a casino. Mr. Jackson said that he was told that it would continue. He added that Bangor might have a problem with the horse racing industry.

Judy Guay agreed that the harness racing industry should be subsidized if there is a casino in the state.

The final speaker was David Siegel from the Maine Innkeepers Association. Mr. Siegel provided written testimony.

He stated that the Association has no formal position on the casino, that they have not polled members.

Sen. Goldthwait asked if do other things than go to the casino. Mr. Siegel did not know but he will look into it. Sen. Goldthwait stated she would appreciate more information on this issue.

Rep. Loring asked what the maximum capacity for a conference center is in the state. Can any of them handle 10,000 people? Mr. Siegel said he did not know.

The next meeting will be Friday, October 25 @ 10:00 am at the Augusta Armory – the public hearing portion will at 1:00 pm.

Casino Task Force Meeting Minutes -- 10/25/02

In attendance: Sen. Kevin Shorey, Sen. Jill Goldthwait, Sen. Chandler Woodcock, Rep. Donna Loring, Rep. Janice Labrecque, John Menario, Richard Balkite, Jim Carson, Laura Yustak-Smith, Kim Johnson, Judy Guay, Edward Strong, Craig Poulin, Vaughn Stinson. Not present: Rep. Bruce Bryant, Thomas Phillips.

Craig Poulin from the Maine State Police discussed issues from Connecticut's (CT) experience with Casinos. He indicated that CT state police feel as though they never got the additional personnel needed to handle the influx of people.

Mr. Poulin said that a Casino would increase traffic. He said the biggest issue faced in CT is the added traffic – they now have traffic all night and higher levels of traffic incidents.

Mr. Poulin stated that if you include statistics from inside the Casino, crime has increased. He also noted that you can make the statistics look positive or negative, depending on what you look at and how it's presented.

He again noted that the biggest problem is traffic and accident problems.

Mr. Poulin presented stats that indicate that the majority of crimes in the area come from within the casino. He noted that Casinos are a good way to rip people off and that there are possible issues with loan sharking, embezzlement, and prostitution. However, crime stats might not pick these up.

He posed the question, "what is the regulatory structure going to look like?"

He believes the state will need an additional 15 to 30 investigators. This is the best estimate he, with help from CT staff, could come up with. They would need investigators for back ground checks. He estimated that 6 to 12 people will be needed in the AG's office. Additional staff will be needed for finger printing and background checks.

To sum up, he believes there will be more crime, but doesn't know how much. There will be more accidents, more cars, and more activity that follows people.

Mr. Poulin has heard that traditional organized crime is overblown, although organized crime has tried to get into the CT casinos.

John Menario asked if he was familiar with the National Gambling Impact Study Commission (NGISC). Mr. Menario noted that the report said that they could not find a relationship between crime and gambling. He said that the Commission report said that casino communities were just as safe as non-casino communities. He also asked about the difference between bringing in a mall versus a casino – how different are they in their impact on crime?

Sen. Shorey asked that the stats Mr. Poulin presented be made available to the Task Force.

Sen. Goldthwaite asked about interjurisdictional issues. Mr. Poulin said that they try to work out these issues cooperatively. He said it's likely that inside the casino would be within the jurisdiction of the state, whereas outside would be within the jurisdiction of the town or municipality.

Sen. Goldthwaite inquired about the inside/outside the casino distinction. Mr. Poulin stated that historically, gambling activities have been within the jurisdiction of the state. The state police have had oversight over gaming regulations for years and they have a level of expertise in this area.

Chief Strong said that he believed the question of who would have jurisdiction is unclear. He said typically this role falls to the municipality unless it is contracted to the state police. For example, Foxwoods contracts out this function to the state police.

Mr. Poulin noted that there is distinction between the enforcement function and the regulatory function. Mr. Poulin had been referring to the regulatory function. He agreed that the municipality would provide enforcement. Mr. Poulin said that the enforcement function falls to the state in CT because the casino is on a reservation and there is no municipality to take on this function.

Sen. Goldthwait asked about the total price tag to the state for a casino. She said if the state should be spending about \$2 million for problem/pathological gamblers and the total the state is expected to receive from the casino is \$6 million, what did he think the additional cost would be for the personnel he mentioned? Mr. Poulin estimated that it could be from \$3 to \$5 million depending on the regulatory structure.

Mr. Poulin will provide a summary of the costs to the state given the assumptions about the states role in the regulation of casinos.

Rep. Loring asked about the \$85,000 price tag on an investigator. Mr. Poulin indicated that the is the total cost to the state per employee – not just the salary.

Chief Strong mentioned that according to UCR (Unified Crime Report Index), the crime rate in the area went down. Mr. Poulin responded that a recent report put out by the state indicates that the crime rate has gone up by 20%. Mr. Poulin said there doesn't appear to be a clear trend – it varies from year to year.

The next speaker was Laura Yustak-Smith from the Attorney Generals Office. She said that she spoke with people in various departments within the AG's office to predict the costs associated with a casino. However, much is still unclear. She has estimates for individual positions. She will give this info to Danielle to distribute to the Task Force.

Ms. Yustak-Smith developed a preliminary list of issues that will need further exploration. She stated that the AG's office will need several assistant AG's and support staff. She provided estimates for FY '04 that included individual position costs for attorneys, investigators, paralegals, and secretaries. She will provide this information to Danielle.

Ms. Yustak-Smith also noted that CT already had a regulatory structure in place to deal with other forms of legal gambling such as jai alai. She pointed out that Maine does not have this type of structure in place. She further noted that Maine is not equipped to handle the potential increase in hearings due to a casino. In CT, there were 212 hearings linked to the casinos. In Maine, they will have had 12-15 total hearings this year. CT also has a Native American Gaming Commission for casino oversight – this is another layer of oversight.

Ms. Yustak-Smith stated that in CT, any incidents in the casino are dealt with by the tribal police because they're on the reservation. These stats don't necessarily show up in the state crime stats. She will provide the Task Force with articles on crime and casinos in CT.

Ms. Yustak-Smith introduced Michael Cantara, President of the Maine Prosecutor's Association. He stated that Maine courts would not be able to absorb the increase in the caseload due to the casino. The court system is already strained and this is likely to continue given the budget problems.

He will provide his entire testimony to the Committee. He acknowledged that while overall crime has increased in CT, not much crime has spread to the towns.

Chief Strong added that in 1999, there were 2 cases of forgery and no cases of embezzlement.

Sen. Goldthwait asked Ms. Yustak-Smith how much lead-time would be needed to prepare for a casino. She indicated that they don't have the staff to do the research necessary to get ready. This makes it difficult to prepare.

Mr. Menario mentioned the NGISC report and the crime stats. He wanted to know where the gaps in knowledge and statistics were. Why are there inconsistencies?

He also stated that just because the casino would add to the workload, doesn't mean we shouldn't do it.

Jim Carson suggested that it doesn't matter what type of enterprise it is – the effect is not unique to a casino.

The next presenters were Paul Schumacher and JT Lockman from Southern Maine Regional Planning (SMRP). The information they presented was provided to the Task

Force. The discussed the demographics, housing, workforce, economic, and transportation situation faced by York County. This report is available upon request.

The SMRP team summarized that the most obvious impact would be on transportation. They suggested that housing capacity would catch up over time to meet demand. They also indicated that they did not include New Hampshire in evaluating housing and workforce capacity.

The final presenter was Stephen Landry from Maine Dept. of Transportation (MDOT). MDOT is not for or against a casino. He stated that the developers for any project are responsible for mitigating traffic, and paying for any improvements need to do that. Mr. Landry noted roads that might pose problems, such as Rt. 111, Exit 3 in Kennebunk, and Exit 2.

He noted that the tribe proposal calls for a 1.7 million squ. ft. facility, which is similar in size to the Maine Mall and surrounding hotels and restaurants. Mr. Landry stated that MDOT has a program called a trip generator that can calculate outcomes by inputting estimated road usage.

Sen. Goldthwaite asked about the need for research. Mr. Landry said that it is not an issue because the developer is responsible for the cost of necessary improvements. He further noted that it helps a great deal to bring MDOT into the process early on so that issues can be addressed before they become problematic. In response to a question about lead-time, he said the amount of lead-time would depend on what's needed and where.

The public hearing followed the Task Force work session.

6 people spoke in favor of a casino; 9 people spoke against a casino.

The majority of people who spoke against the casino were concerned about the impact of a casino on the harness racing industry. They believe that harness racing serves a vital role in maintaining the agricultural community and preserving open space in Maine. Several people also stated their concern about the social impacts of a casino, including the potential cost associated with increased problem and pathological gamblers.

Those testifying for the casino cited the budget problems faced by the state and the need for good paying jobs in Maine. Three tribal representatives spoke in favor of a casino. They noted the importance of a casino for the well-being of the tribes and the entire state. One speaker addressed the concerns of the harness racing industry by suggesting that the tribes and harness racing reps work together to address their concerns and protect the industry.

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Casino Task Force Fourth meeting summary – November 18, 2002:

The fourth and final meeting of the Task Force addressed duty two, which focuses on the fiscal and economic impacts of a casino such as revenue estimates, net costs of additional social services and the impact of those revenues and costs on the state. Finally, the Task Force addressed duty three, which addresses estimates of new jobs created and lost due to a casino.

The first speaker was Dr. Earl Grinols from the University of Illinois. Dr. Grinols discussed the results of a comprehensive cost-benefit analysis that includes the costs of crime and other negative social impacts. It also examined the total benefits, including individual utility, business profits and taxes. He concluded that casinos fail the cost-benefit analysis: social costs are approximately \$190 per adult (\$63 is from crime) and benefits are \$35 per adult.

Dr. Grinols also addressed the specific issue of crime. He stated that an average of 11.8% of crime in casino counties is due to casinos. In addition, while national crime rates dropped in the 1990's, crime rates dropped more in non-casino counties than casino counties. He further stated that casinos do not merely move crime from outside a casino county to the casino county, but create crime. His study indicated that neighboring counties also experienced increases in crime relative to the rest of the country. His presentation is available upon request.

Staff from the Office Policy and Legal Analysis presented the results from a survey of potential providers of services for individuals and families for problems related to pathological gambling. They also provided a summary of research on the social impacts of gambling.

The Task Force then discussed their report and the process for determining what to include in it. It was decided that all meeting minutes and written testimony should be included and all facts should be identified by source.

Sen. Goldthwaite suggested a format for recommendations that included the following components:

1. Broad policy implications for the state:

- Is all about money? If so how can we maximize it?
- Are negatives OK if the revenue generated offsets those negatives?
- Who should decide on the location?
- Do we have adequate resources to determine state impacts?

2. Effect on existing tourism and recreational opportunities in Maine:

- What will the effect of competition from a New Hampshire casino or the Internet gambling?
- What will be the impact on the harness racing industry?

3. What is the impact on housing, the judicial system, law enforcement and the economy?

- How do we come to terms with conflicting information?

4. Legal issues

The Task Force agreed that they did not have enough time and resources to conduct a comprehensive study, and that there are far more questions than answers.

One Task Force member suggested that while many questions remain, there are general statements that can be made. For example, the Task Force could say that there will be an impact on traffic and crime.

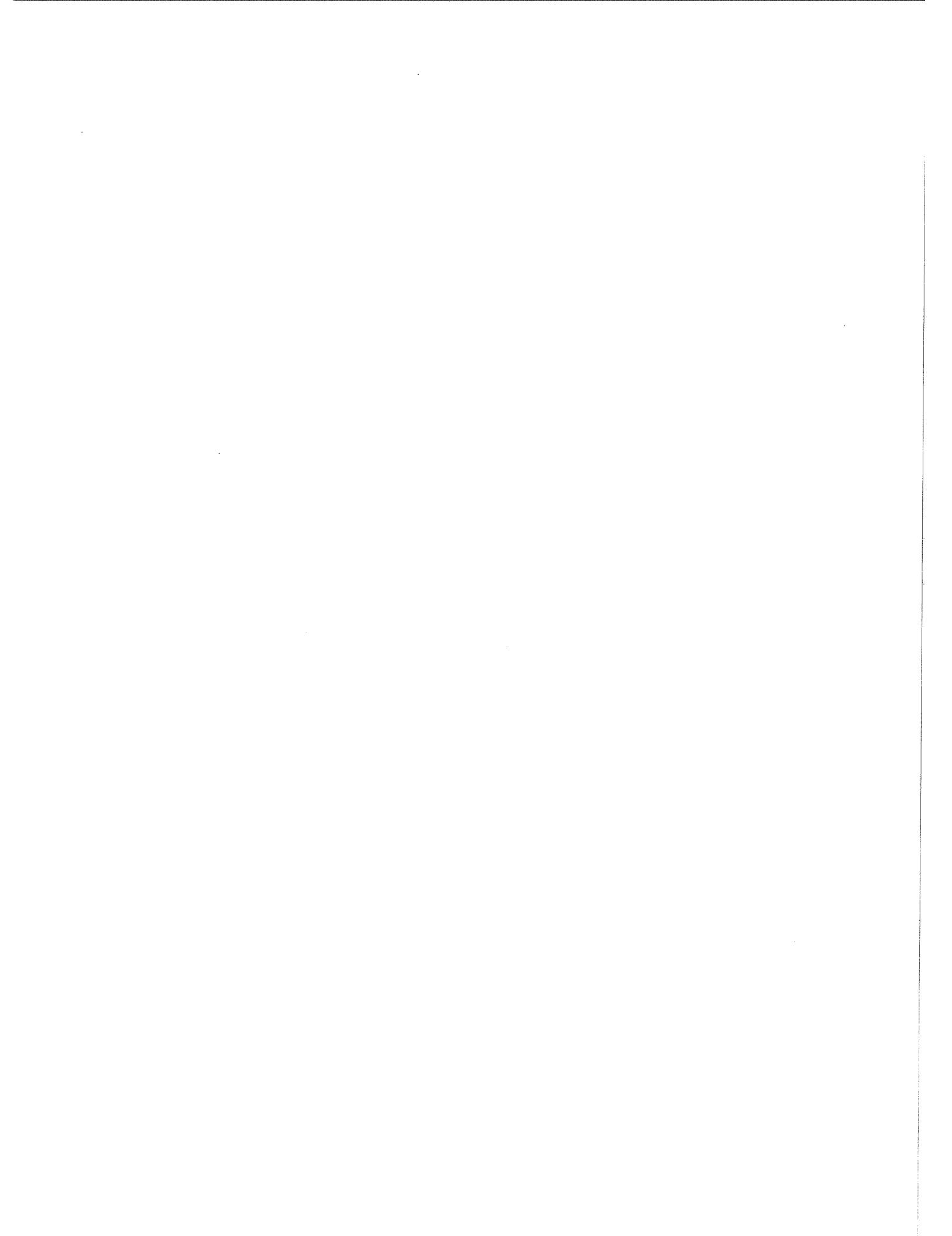
The Task Force expressed general agreement for the four-tier format suggested by Sen. Goldthwait. The Task Force also agreed that they should answer the seven questions as set forth in the legislation and also include additional questions raised by the Task Force.

The issue of location was addressed. Task Force members expressed an interest in including the results from the various town referendums. They also posed additional questions such as: "What about considering towns in more rural parts of the state? Should the viability of a casino in these towns be considered? Is a casino location close to I-95 critical?"

The Task Force agreed to adopt the general report format and protocol for incorporating changes as discussed.

APPENDIX D

Task Force Meeting Agendas



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

First Meeting
Tuesday, September 3, 2002

A G E N D A

- I. Welcome and Introductions
- II. Comments from the Chairs
- III. Review of the duties of the task force
- IV. Addressing duties 4 and 7 from legislation
 - Survey of agencies/organizations regarding treatment for individuals and families regarding pathological gambling/problem gambling
 - A. Task force to review and comment on survey respondents
 - B. Task force to review and comment on survey-type (mailed or telephone) and survey questions
- V. Planning for future meetings
 - Scheduling, tasks, presentations, etc....

**TASK FORCE TO STUDY THE IMPACT OF A MAINE-BASED CASINO
SECOND MEETING
SEPTEMBER 30, 2002**

A G E N D A

- I. Welcome:
Comments from the chairs
 - II. Presentations:
 - 10:30 – 11:00** Eben Marsh, Director Bureau of Alcoholic Beverages and Lottery Operations
 - 11:00 – 11:30** Kate Dufour Maine Municipal Association
 - 11:30 – Noon** Dick Groton, Director Maine Restaurant Association
 - LUNCH 30 minutes**
 - 12:30 – 1:30** Economist Panel – Charles Colgan, Ed Klauss, Jonathan Rueben
 - 1:30 – 2:30** Larry Gregory Mississippi Gaming Commission
(conference call)
 - BREAK**
 - 3:00 – 3:30** Keith Whyte National Association for Problem Gamblers
 - 3:30 – 4:00** Henry Jackson, Director Maine Harness Racing Commission
 - 4:00 – 4:30** David Siegel Maine Innkeepers Association
 - III. Planning:
Set date and agenda for future meetings
 - IV. Adjourn

Task Force to Study the Impacts of a Maine-based Casino

Third Meeting
October 25, 2002

A G E N D A

I. Presentations: 10:00am to 1:00pm (including a “working lunch”)

State Police and Office of the Attorney General
Craig Poulin, John Dyer and Laura Yustak-Smith
(may include input from Liquor Enforcement and Prosecutor's Assoc.)

Southern Maine Regional Planning
Paul Schumacher and JT Lockman

Maine Department of Transportation
Stephen Landry

II. Public Hearing: 1:00pm to 5:00pm (or later)

Protocol for hearing testimony will be announced. Protocol may include a time limit for those testifying based on the number of people intending to testify.

Task Force to Study the Impacts of a Maine-based Casino

Fourth Meeting
November 18, 2002

A G E N D A

I. Presentation

Professor Earl L. Grinols
University of Illinois at Champaign-Urbana

Measuring Industry Externalities: The Curious Case of Casinos and Crime, Earl L. Grinols, David B. Mustard, March, 2001

Casinos, Crime, and Community Costs, Earl L. Grinols, David B. Mustard, Cynthia Hunt Dilley, September, 2000.

II. Staff Presentation

Survey of potential providers of services for individuals and families for problems related to pathological gambling

Brief review of selected research

III. Task force discussion

Establishing protocol for commenting on drafts of task force report

Review of draft outline – task force report

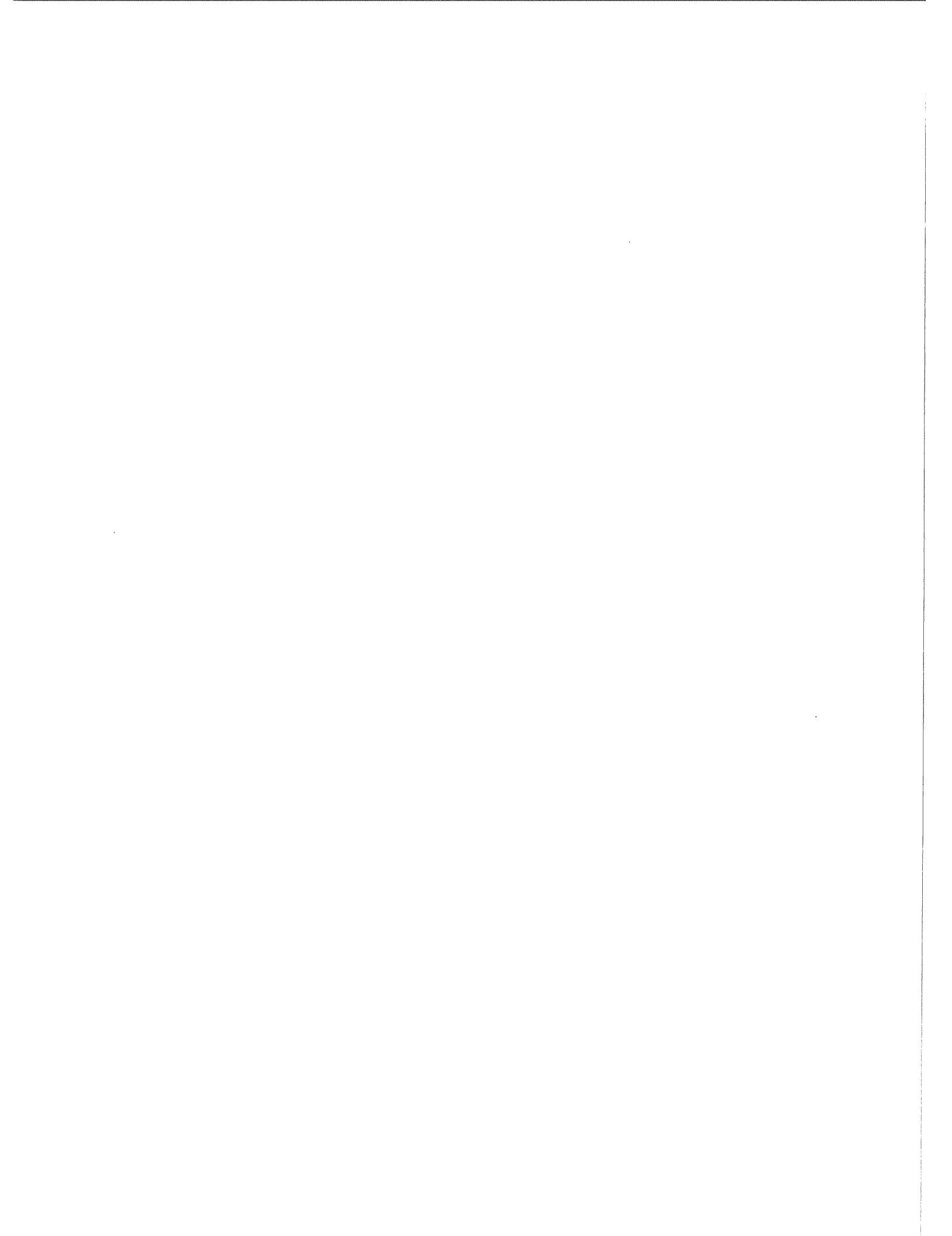
Determining process for reaching consensus on findings and recommendations

Developing findings and recommendations to be included in final report

IV. Adjourn

APPENDIX E

Legal Background on Indian Gaming Regulation





Maine State Legislature
OFFICE OF POLICY AND LEGAL ANALYSIS

13 State House Station, Augusta, Maine 04333-0013
Telephone: (207) 287-1670
Fax: (207) 287-1275

MEMORANDUM

To: Danielle Fox, Legislative Analyst
Lisa Baldwin, Legislative Analyst

From: Jon Clark, Senior Attorney

Date: 21 August 2002

Re: Indian Gaming Regulation

In the context of preparing for the work of the Task Force to Study the Impacts of a Maine-based Casino, you have asked for some general legal background on how the federal Indian Gaming Regulatory Act, the land claims settlement acts and Maine's laws on gambling apply or don't apply and intersect with respect to a potential Passamaquoddy Tribe or Penobscot Nation gambling casino in Maine.

Since it appears that there is currently no specific casino proposal to examine, I will confine my comments to aspects of these laws as they relate to the general concept of a Passamaquoddy or Penobscot gambling casino in Maine. For this purpose, I will assume that such a "casino" would involve gaming activities beyond those limited forms, such as bingo, for which the Tribe or Nation could, under Maine law, obtain a license. At the end of this memo I briefly discuss Maine's gambling laws.

It is important to note that Indian law, so-called, is complex; seemingly simple questions can lead to not-so-simple answers. This is the result of the very long and often very difficult history that has produced the law. This is not the place to attempt to summarize that history; I will simply note that any discussion of the legal questions relating to the application of laws to Indian peoples should be undertaken with appropriate care and circumspection.

This said, in summary:

- The federal Indian Gaming Regulatory Act has been held not to apply in Maine;
- The federal Maine Indian Claims Settlement Act generally makes the Tribe and the Nation subject to the laws of the State;
- There appear to be no provisions of the federal or Maine land claims settlement acts that clearly exempt the Tribe or Nation from State laws relating to gambling;

- It appears, therefore, that in order for the Tribe or the Nation to operate a casino in this State, legislation authorizing the casino would need to be enacted (again, assuming by “casino” we’re referring to a sort of enterprise for which the Tribe or Nation could not acquire a license under current Maine law).

A more detailed discussion follows.

I. The IGRA

1. Generally

The Indian Regulatory Gaming Act (IGRA) (25 USC §2701-2721), enacted in 1988, establishes a regulatory framework governing tribal/state issues related to Indian gambling. The law was enacted in the wake of a U.S. Supreme Court decision in 1987 that held that California regulation of gambling enterprises of the Cabazon and Morongo Bands of Mission Indians on their reservation lands “would impermissibly infringe on tribal government.”¹ That case turned on “traditional notions of Indian sovereignty and the congressional goal of Indian self-government, including its ‘overriding goal’ of tribal self-sufficiency and economic development.”² Pursuant to this analysis, the court found the state’s regulation of Indian gambling on reservation land to be pre-empted by federal law and policy.

In the IGRA, Congress established a new set of rules and procedures to govern the regulation of Indian gaming. The IGRA provides for different procedures depending upon the nature of the gambling activity: Class I gambling (e.g., traditional tribal games) on Indian lands is within the exclusive jurisdiction of the tribes and is not governed by the IGRA;³ a tribe may engage in or license and regulate Class II gambling (e.g., bingo and certain card games) on Indian lands if such gaming is permitted by the state for any purpose by any person, organization, or entity and certain other conditions are met;⁴ the IGRA permits Class III gambling (e.g., casinos) on Indian lands if, among other things, it is permitted by the state for any purpose by any person, organization, or entity and the gambling is conducted in conformance with a tribal/state compact (the compact may allocate regulatory authority between the tribe and the state over the gambling activity).⁵

2. Application in Maine

The IGRA has been found not to apply in Maine, in particular with respect to Class III casino gambling. The U.S. Court of Appeals for the 1st Circuit in *Passamaquoddy Tribe v. State of*

¹ *California v. Cabazon Band of Mission Indians*, 480 U.S. 202, 222 (1987).

² Id. at 216, citations omitted.

³ 25 USC §2710(a).

⁴ 25 USC §2710(b).

⁵ 25 USC §2710(d)(3). A state is required to negotiate in good faith to enter into such a compact. However, in *Seminole Tribe of Florida v. Florida*, 517 US 44 (1996), the US Supreme Court held that the Eleventh Amendment prevented Congress from authorizing suits by Indian tribes against States to enforce this provision of the IGRA.

Maine held “that Congress did not make the Gaming Act specifically applicable within Maine, and...therefore, the Tribe is not entitled to an order compelling the State to negotiate a compact for Class III gaming.”⁶ The court’s reasoning was based on the federal Maine Indian Claims Settlement Act of 1980 which provides as follows:

The provisions of any Federal law enacted after the date of enactment of this Act (enacted Oct. 10, 1980) for the benefit of Indians, Indian Nations, or tribes or bands of Indians, which would affect or preempt the application of the laws of the State of Maine, including application of the laws of the State to lands owned or held in trust for Indians, or Indian nations, tribes, or bands of Indians, as provided in this Act and the Maine Implementing Act, shall not apply within the State of Maine, unless such provision of such subsequently enacted federal law is specifically made applicable with the State of Maine.⁷

Since there is no express reference to Maine in the IGRA, which was enacted subsequent to the Settlement Act, the court concluded that by the terms of the federal Settlement Act the IGRA does not apply in Maine.

II. The Land Claims Settlement Acts

There are a number of “acts” that “settled” land claims of Maine Indians. There are three federal enactments relating to the land claims of the four federally recognized Maine tribes.⁸ The federal Maine Indian Claims Settlement Act of 1980 (federal Settlement Act) specifically addressed the claims of the Passamaquoddy Tribe and the Penobscot Nation and is the act relevant to this discussion.⁹ The several federal acts ratified several State enactments; for our purposes, the Act to Implement the Maine Indian Claims Settlement (Maine Implementing Act) is relevant.¹⁰

Under the Maine Implementing Act, the Tribe and the Nation, unlike most Indian tribes in other states,¹¹ are generally subject to state regulatory jurisdiction:

⁶ 75 F.3d 784 (1st Cir., 1996).

⁷ 25 USC §1735(b).

⁸ The Federally recognized tribes in Maine are Penobscot Indian Nation, Passamaquoddy Tribe, Houlton Band of Maliseet Indians, and Aroostook Band of Micmacs

⁹ 25 USC 1721, et seq. The other two enactments are as follows: the Houlton Band of Maliseet Indians Supplementary Claims Settlement Act of 1986, which established federal trust status for lands purchased by the Band (100 Stat. 3184; 25 USCS §1724, note); and the Aroostook Band of Micmacs Settlement Act which, among other things, created a fund for federal trust land acquisition by the Band (105 Stat. 1143; 25 USCS §1721, note).

¹⁰ PL 1979, ch. 732. The other Maine acts are as follows: two subsequent amendments to Maine Implementing Act regarding the Houlton Band of Maliseet Indians (PL 1981, ch. 675 and PL 1985, ch. 672) and The Micmac Settlement Act (PL 1989, ch. 148).

¹¹ Indian tribes, identified by the US Supreme Court as “domestic, dependent nations” (see, *Cherokee Nation v. Georgia*, 30 U.S. (5 Pet.) 1, 16 (1931)), while subject to the ultimate power of the federal government, are not, without federal consent, subject to state law. See Felix C. Cohen, *Handbook of Federal Indian Law*, pp. 259-279 (1982 ed.).

Except as otherwise provided in this Act, all Indians, Indian nations, and tribes and bands of Indians in the State and any lands or other natural resources owned by them, held in trust for them by the United States or by any other person or entity shall be subject to the laws of the State and to the civil and criminal jurisdiction of the courts of the State to the same extent as any other person or lands or other natural resources therein.¹²

While there are provisions in the Maine Implementing Act that do provide otherwise, none provide directly for the operation of gaming enterprises outside the regulatory jurisdiction of the State.

There is a provision, enacted in 1993, which relates to the acquisition of land by the Passamaquoddy Tribe in Calais for a casino; it does not provide for exemption from state law; it does allow the Passamaquoddy Tribe to acquire, by January 31, 2001, 100 acres in Calais for a casino if, among other conditions, that acquisition is approved by the legislative body of Calais and a tribal-state compact under the IGRA is agreed to by the State and the Tribe or the State is ordered by a court to negotiate such a compact.¹³ As mentioned previously, the Tribe sought to force the state to negotiate a compact under the IGRA, but the 1st Circuit found the IGRA does not apply in Maine. In the 2nd Regular Session of the 120th Legislature a bill (LD 1980) was passed that would have extended the date by which the land acquisition must occur from 2001 to 2020; the legislation, however, was vetoed.

There is one other provision relating to the Passamaquoddy Tribe and Penobscot Nation that should be noted:

(I)nternal tribal matters, including membership in the respective tribe or nation, the right to reside within the respective Indian territories, tribal organization, tribal government, tribal elections and the use or disposition of settlement fund income shall not be subject to regulation by the State.¹⁴

The reach of this provision is a matter of continuing dispute between the State and the Tribe and the Nation. The provision, from the perspective of the Tribe and the Nation, relates to fundamental issues of sovereignty.¹⁵ However, in 1983, the Maine Supreme Court specifically held that the operation of on-reservation beano games by the Nation did not fall within the

¹² 30 MRSA §6204. This provision was specifically approved in the federal Settlement Act, 25 USC §1725(b).

¹³ 30 MRSA §6205(1)(C).

¹⁴ 30 MRSA §6206.

¹⁵ It is worth noting that in the *Cabazon* case, discussed previously, Indian gambling was found to fall outside State regulation as a result of the tribes' sovereignty; as the Court noted, it "has consistently recognized that Indian tribes retain 'attributes of sovereignty over both their members and their territory...and that 'tribal sovereignty is dependent upon, and subordinate to, only the Federal Government, not the States'. *Cabazon* at 207. As also noted previously, however, Indians in Maine, unlike Indians in other states, are subject to State jurisdiction as a result of the federal Settlement Act. In consequence, this "internal tribal matters" exception has taken on fundamental importance to the Tribe and Nation with respect to their desire to maintain sovereignty.

provision.¹⁶ In light of this ruling it does not appear, and I'm not aware that the Tribe or Nation has suggested, that operation of a casino would constitute an internal tribal matter.

III. Maine Gambling Laws

There are a number of laws related to gambling in Maine. As a general matter, gambling is prohibited absent specific statutory authorization.¹⁷ There are several such statutory exceptions, e.g., the Maine lottery,¹⁸ certain limited types of games of chance conducted by certain entities (e.g., agricultural fairs and charitable organizations) under certain conditions,¹⁹ beano or bingo conducted by certain entities (e.g., agricultural fairs and charitable organizations) under certain conditions,²⁰ and harness racing.²¹

Maine law also specifically authorizes the federally recognized Indian tribes in the State to operate high-stakes beano or bingo within Indian Territory with a license from the State Police.²²

IV. Conclusion

If the Tribe or the Nation wishes to operate a gambling venture permitted under Maine law and the Tribe or the Nation is qualified to operate that venture, it obviously could apply for the applicable license.

However, in light of the foregoing, if we assume, as is likely, any "casino" the Tribe or Nation might propose would not qualify for one of the limited licenses available under Maine law, legislation authorizing the casino would need to be enacted. Since the Tribe and the Nation have seemed to indicate that they intend to propose legislation relating to a casino, it appears they are not envisioning an enterprise currently permitted under Maine law.

I hope this is helpful. If you or the Task Force have further questions or require further clarification, please let me know.

¹⁶ *Penobscot Nation v. Stilphen*, 461 A.2d 478 (Me. 1983), appeal dismissed 464 US 923 (U.S. Me. Oct. 31, 1983).

¹⁷ See 17A MRSA Ch. 39, advancing or profiting from gambling a criminal offense, except as expressly authorized by law.

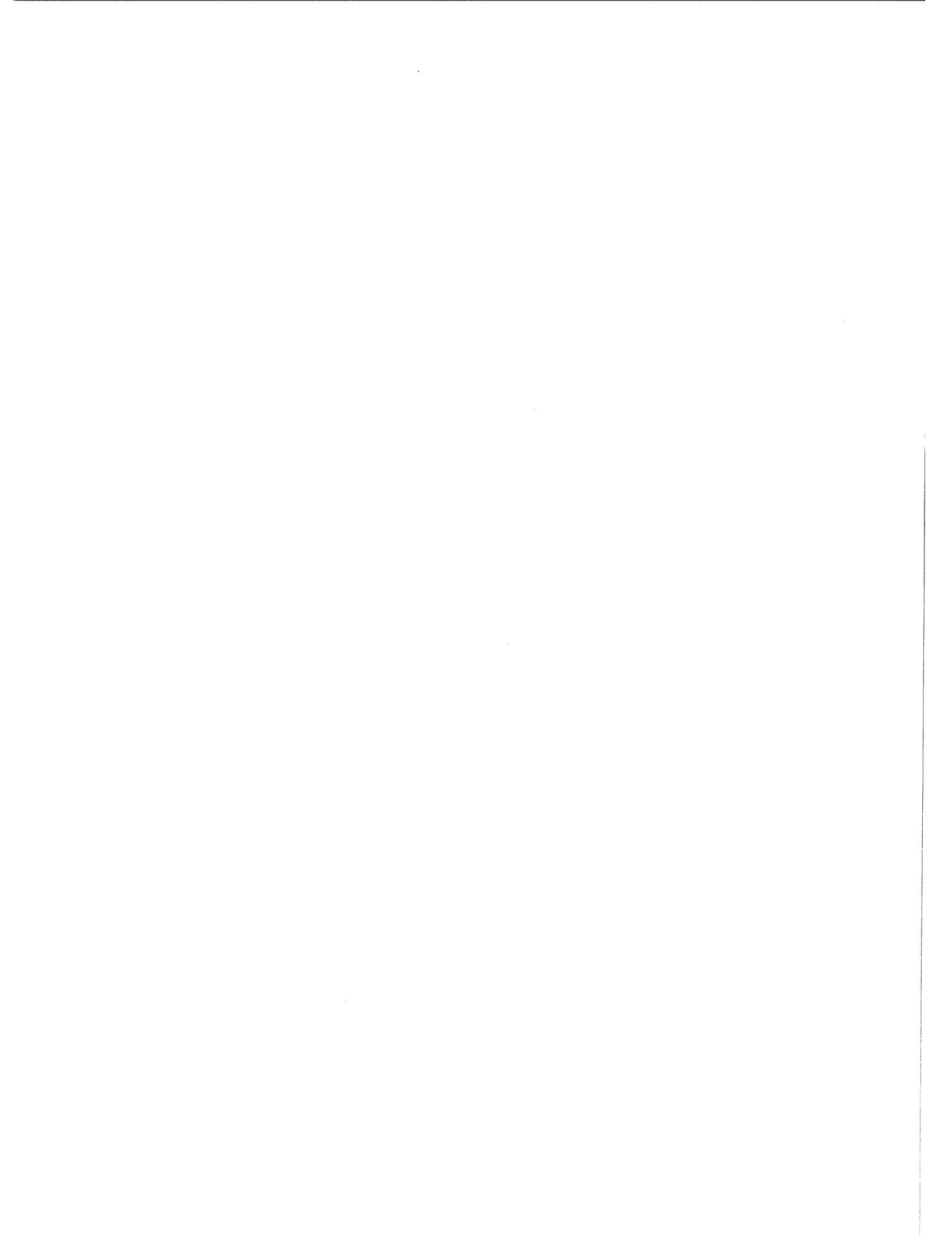
¹⁸ See 8 MRSA §384.

¹⁹ See 17 MRSA Ch. 14.

²⁰ See 17 MRSA Ch. 13-A.

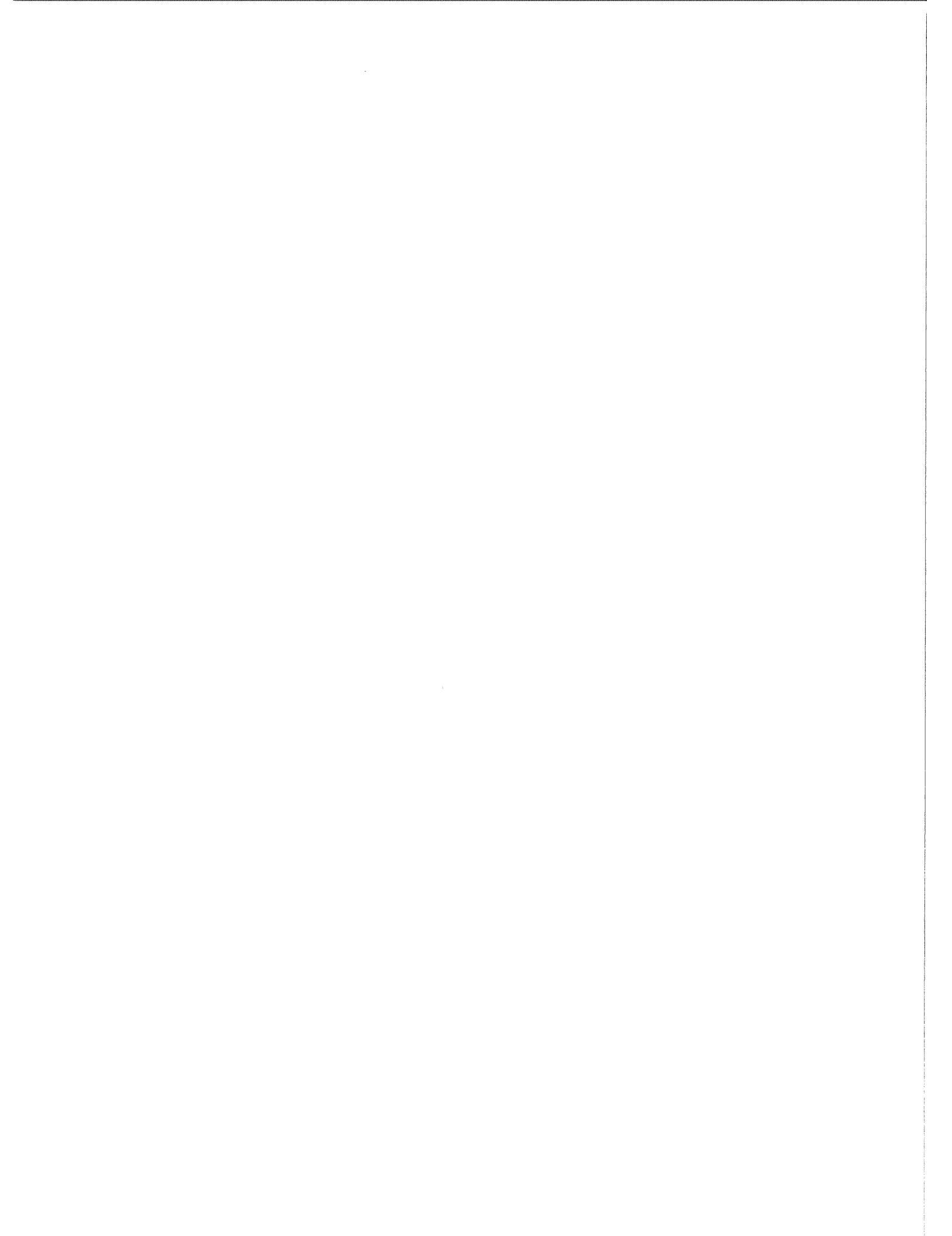
²¹ See 8 MRSA Ch. 11.

²² 17 MRSA §14-A. "Indian territory" is not defined in Maine statutes. The Maine Implementing Act does define "Passamaquoddy Indian territory" and "Penobscot Indian territory"; there are no similar defined terms with respect to lands held by the Houlton Band of Maliseets or the Aroostook Band of Micmacs.



APPENDIX F

Summary of Research on the Social Impacts of Gambling



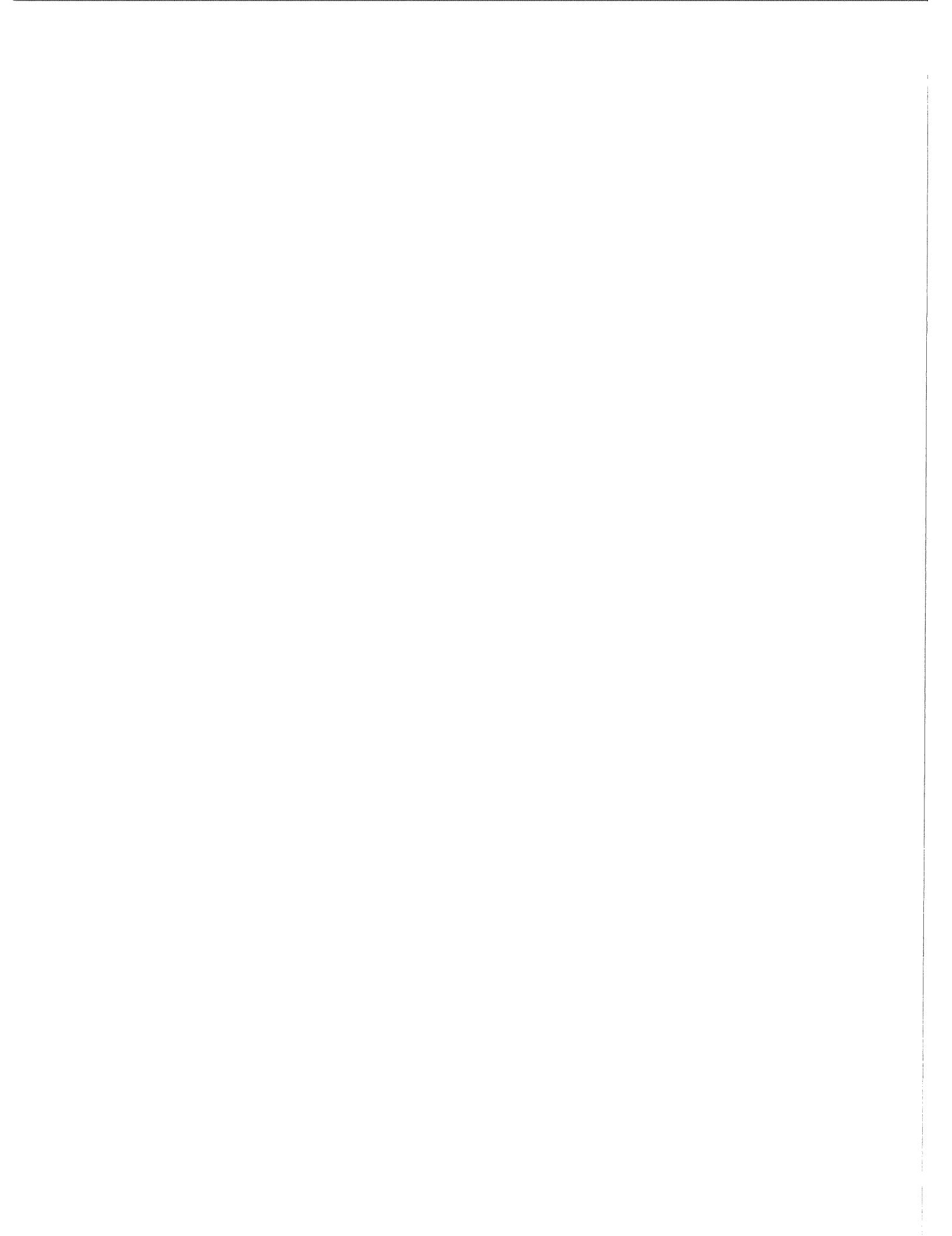
Summary of Casino Studies

The purpose of this project was to gather and summarize research conducted on the social impacts of casinos. Information from Nine studies was reviewed and summarized. All studies that were brought forward by Task Force members were reviewed and considered for inclusion. One of the criteria used for selecting studies was the study's relevance. Specifically, we looked for studies in which the authors conducted primary research on the social impacts of casinos, where the research methods and rationale were described in the study. We sought academic research that was published in a journal or other related publication. Two of the studies we included were published in the Harvard Medical School Weekly Addiction Gambling Education Report, "The Wager". A third was published in the "Review of Economics and Statistics".

In addition, we sought research that was sponsored and conducted by government entities. We included reports from the General Accounting Office (GAO) and the National Gambling Impact Study Commission (NGISC), which contracted out specific research projects to other organizations.

When available, we looked at the source of funding for the study. All but one study was funded by a government agency or foundation grant. We included a study by that we discovered was likely funded by the American Gaming Association. However, the study was reviewed and published in "The Wager". As a result, we made a decision to include it.

This is not necessarily a comprehensive list of all the research that matches the criteria mentioned above. However, we believe it's reasonable representation of the type of research conducted and results that have been produced to date.



The Social Impacts of Gambling: A Sample of Primary Research

1) "Effects of Casino Gambling on Crime and Quality of Life in New Casino Jurisdictions," B. Grant Stitt & Mark Nichols, University of Nevada and David Giacopassi, University of Memphis (2000). This project was financed through a grant from the National Institute of Justice. The research team included an economist and two criminologists assisted by demographers and experts in survey research. The methodology consisted of site visits to eight casino communities to interview community leaders, a telephone survey of casino community residents, and gathering and analyzing a variety of official data. They suggest that this is the most intensive community-based research ever conducted on new casino jurisdictions.

Cities included: St. Louis, St. Joseph, and St. Charles, Missouri; Alton and Peoria/East Peoria, Illinois; Sioux City, Iowa; and Biloxi, Mississippi. Each casino community was matched with control communities with similar demographics. In addition, each casino community has had a casino in existence for at least three years. The selected communities have various types of gambling and have different population sizes – some cater to locals, others to tourists.

Eight communities were surveyed – a total of 2,768 residents and 128 community leaders.

Perceptions of community leaders in seven casino communities:

- 59% were in favor of the casino's presence.
- 65% believed that the casino enhanced the quality of life.
- 77% believed a casino had a positive effect on economy.

Perceptions of residents:

Combining the responses for all seven jurisdictions, the mean estimate is that 16% of new casino jurisdiction residents have a gambling problem – the range for communities is 11% to 18%. (The authors point out that this estimate is much higher than is found in more objective data – less than 7 %.)

Data analysis:

Crime: – There were few consistent trends. Three communities experienced increased crime; three communities experienced decreased crime; and one stayed the same. Few statistically significantly changes were found for pre- and post-casino crime rates. There was a statistically significant decrease in burglary and larceny, and a statistically significant increase in drug violations and family offenses. No conclusion can be drawn – results were mixed. Contextual factors allow crime to increase under certain, but unclear, circumstances

Bankruptcy: Seven of eight communities showed an increase in personal bankruptcy – five of seven are statistically significant. There was a direct positive correlation between the rate of bankruptcy and the length of a casino in a community. Biloxi, however, experienced a decrease in bankruptcy.

Divorce: Four of eight communities experienced a significant decrease in the divorce rate; one of eight communities had a significant increase in the divorce rate.

Suicide: The results were mixed. Two communities had a statistically significant increase in suicide; one had a decrease. Larger casino markets were positively associated with higher suicide rates. For both divorce and suicide, no sweeping generalizations – understanding the association is not simple.

Social capital/quality of life: measure degree of residents' connection to their neighborhood. Contrary to assumptions, the introduction of casinos did not tear the fabric of the community apart. Respondents were fairly evenly divided on how casinos affect quality of life.

The authors suggest that there is not one casino effect, but one that varies depending on a number of (as yet unspecified) conditions possibly idiosyncratic to each community studied. They also note that most communities had one casino. Biloxi, which has multiple casinos, frequently tended to differ, both positively and negatively, from the other communities.

2) “Gambling and Social Policy: An analysis of Legalized Gambling’s Impact on Communities” – November 1997 (presented at the annual meeting of American Society of Criminology.), B. Grant Stitt, University of Nevada and David Giacopassi, University of Memphis. Summary and conclusions regarding casino gambling’s impact on crime, prevalence of pathological gambling and underage gambling, and the effects of legalized casino gambling on the economic sector.

- Heavy concentration of casinos in an area is associated with tourism-related crime.
- Some areas seem to have had little or no measurable crime impact.
- Compulsive gamblers commit crimes to finance their gambling.
- Increase in crimes may be more related to tourism than anything inherent in gambling. Other resorts and theme parks experience similar increases in crime.
- Financial analysis tends to support the view that casinos are net contributors (via taxes) to municipalities. Taxes collected from casinos more than pay for the cost of city services expended to support casinos. The percent of tourists is a large factor.
- Evaluation of a casino’s impact may have more to do with 1) the communities pre-casino well-being, 2) the type of control exercised by the community over the casino operations, and 3) each individual’s assessment of the benefits and detriments that casinos bring to the community.
- Until research is conducted that analyzes the impact of casinos on a variety of communities, no definitive answer can be given to the advisability of a community legalizing gambling.

3) “Do Casinos have Casualties? Mixed Evidence for a Gambling-Suicide Link” (McCleary, Chew, Merrill & Napolitano) – published in Harvard University Studies newsletter “The Wager” (2002). The article notes two prior studies that identify a positive relationship between casinos and suicide and two studies that did not find a link. The authors of this study conducted two types of studies: 1) cross-sectional and 2) time series. Using the time series analysis, five of six counties were found to have no statistically significant change in suicide rates. The one exception was Lawrence County, South Dakota, which showed a significant decrease in suicide. Using the cross-section methodology, the authors concluded that while the casino presence was significantly related to the suicide rate, the amount of variance was small. Other factors, such as age and economic vitality, showed much stronger relationships with suicide rates.

Conclusion: The cross-sectional analysis showed that casinos could have a small affect on suicide; the time series analysis showed no consistent change in suicide rate. Mixed results demonstrate the complexity of studying dynamic social phenomena.

4) “Community Impact of Increased Gambling on Adult Gamblers – A Four year Follow-up,” University of Windsor, Psychology Department – Problem Gambling Research Group, Department of Psychology – published in the Harvard University Studies newsletter “The Wager” (1999). The Windsor Casino became the first large-scale “before-and-after” study of the introduction of a major gambling venue into a community. Phase I was conducted one year before the casino opened, phase II -- one year after the casino opened, and phase III -- four years after the casino opened. Each phase included a survey of approximately 2,600 residents.

- Phases II and III were funded by the Ontario ministry of health.
- Since the introduction of a casino, there has been a growing availability and acceptance of gambling activities (e.g. track wagering off track horse betting, bingo).

Findings:

- There has been a significant increase in the percentage of people in Windsor who gamble. Prior to the casino opening, 66% of the adult population had gambled at some point in their lives. Four years after opening, 82% of adults had gambled.
- No statistically significant increase in the level of problem and pathological gambling among those who gamble. The combined percentage of problem and pathological gamblers rose from 3.6% to 3.7%.
- The total number of gambling related problems has changed due to the larger number of people gambling. A conservative estimate indicates an increase in gambling disorders from 4,600 to 6,000 between phases I and III of the study.
- Gambling approval rates among residents grew from 54% before the casino opened to 63% four years after. Disapproval rates decreased from 30% before the casino opened to 24% after four years.
- Previous research has shown that people with gambling problems also have significantly higher rates of alcohol and drug abuse. They also have higher rates of suicide, depression, and other emotional problems,

5) “Measuring Industry Externalities: The Curious Case of Casinos and Crime”, Earl L. Grinols (Dept. of Economics, Univ. of Ill.) and David B. Mustard (Dept. of Economics, Terry College of Business, Univ. of Georgia) (2001) – published in the “Review of Economics and Statistics.” This paper examines how casino openings affect crime rates. The authors suggest that in spite of recent casino growth and many important policy issues related to casinos, there is no consensus about their affect on crime. They discuss theoretical reasons why casinos may increase or decrease crime, and then estimate the effect empirically by using county-level data between 1977 and 1996. They do not focus on one location (most frequently Las Vegas, Atlantic City) or one crime, but instead examine every US County and all seven FBI Index I Offenses. Time series data allowed them to study how effects change over time. Key findings include the following:

- The literature on the costs and benefits of casino gambling is fraught with inadequacy and confusion.
- Most offenses showed that the impact of casinos on crime increased over time and began about three years after casino introduction.

- Casinos increased all crimes except murder. About 8% of property crime and 10% of violent crime in casino counties was due to the presence of a casino.
- The average annual cost of increased crime due to casinos was \$65 per adult per year.
- Casinos create crime, not merely moved from one location to another. Neighboring counties experience crime spillover effects from casinos, although the effect is about half that of the casino county.

6) National Gambling Impact Study Commission (NGISC), June 1999: The Commission, which was created by the 104th Congress in 1996, was charged with conducting a comprehensive legal and factual study of the social and economic impacts of gambling. NGSIC contracted out gambling research to the National Opinion Research Center (NORC) and the National Research Council (NRC). NGISC did not report whether gambling leads to an increase in social costs, such as increased family problems, crime, suicide for the general population. NGISC stated that:

“Measuring the social effects of gambling upon communities is difficult, primarily because of the limited amount of quality data on the social effects and the complexity of establishing a cause-effect relationship between gambling and social problems due to the difficulty of isolating gambling from other factors, such as substance abuse and personality disorders, that cause social problems.”

However, NGISC did look at the impact of individuals suffering from pathological gambling on these issues.

Key findings:

- Pathological gamblers had higher arrest/imprisonment rates.
- One in five pathological gamblers filed for bankruptcy.
- 53.5% divorce rate among pathological gamblers; 18.2 % among non-gamblers.
- One in five pathological gamblers attempted suicide (National Council on Problem Gambling).
- One-quarter to one-half of pathological gamblers had been abused by their spouse.
- 10% to 17% of children of pathological gamblers had been abused by those parents.
- The total cost of problem and pathological gambling in the U.S. is \$5 billion/year; \$40 billion in lifetime costs.
- The percentage of Americans who gamble is increasing.

7) National Opinion Research Center (NORC), University of Chicago. NGISC contracted with the NORC to conduct a study and a survey. This study, which included 100 communities, analyzed data from 1980 to 1997 to determine the impact of casinos on crime and economic outcomes. In addition, NORC interviewed officials from 10 randomly selected communities that were located within a 50-mile radius of at least one major casino to obtain additional information on the impact of casino gambling such as bankruptcy, suicide and domestic violence. Major findings of the 100-community study include the following:

- The casino affect is not statistically significant for any of the bankruptcy or crime outcome measures or for the infant mortality measure. (This does not mean there is no effect; there may be a small effect or there may be offsetting factors.) The crime statistic does not include white-collar crime such as embezzlement or fraud.

- There were statistically significant positive casino effects for: 1) per capita casino spending (increased), 2) employment (increased), 3) income & earnings (increased), 4) unemployment (decreased), and 5) transfer payments (decreased) (e.g. welfare).
- There was no change in per capita income – increases in income were offset by decreases in transfer payments and a drop-off in income from local restaurants and bars.
- “The net picture in the economic and crime data is on the positive side, but not in an overwhelming way”.
- The presence of a gambling facility within 50 miles roughly doubles the prevalence of problem and pathological gamblers.
- They indicated an annual cost of \$1200 per pathological gamblers; \$715 per problem gambler.

Major findings from the survey include the following:

- 5 of 9 communities cited the employment opportunities as a positive advantage.
- 4 of 9 communities found that unemployment remained a problem.
- 2 of 9 communities said that jobs were low paying and part-time with no benefits.
- 3 of 9 communities indicated growth in the hotel/motel industry.
- 6 of 9 communities indicated growth in the flow of funds into local government.
- 5 of 9 reported an increase in construction.
- 4 of 9 reported that road/infrastructure improvements were needed.
- 6 of 9 reported at least some traffic complaints.
- 8 of 9 reported an increase in debt problems and/or bankruptcies -- explanations from survey include the following: 1) using credit cards for gambling, and 2) families that are struggling financially move to the area with hopes of high paying jobs come with existing debt problems.
- 5 of 9 communities noted the problems of the working poor.
- 2 of 9 reported an overall reduction in crime; 3 of 9 reported an overall increase specifically noting the problems with youth gambling.
- 7 of 9 reported an increase in white collar crime (forgery/credit card theft) – some attributed this to an increase in gambling
- Respondents in 6 of 9 reported increases in incidences of domestic violence. On the whole, there was no increase in domestic violence.
- 6 of 9 communities had one or more respondents said they had seen increases in child neglect and attributed it to parents gambling at a casino.
- 7 of 9 communities reported an increase in suicide since the casino opened
- In 4 of 9 communities, respondents noted a concern over the number of older and retired persons, and youth that are gambling. (The statistics don't bear this out).
- In 7 of 9 communities, respondents reported an increase in the number of problem and pathological gamblers.
- No national increase in the numbers of people gambling – they suggest that those who are gambling are gambling more frequently and intensively.
- Substance abuse is a problem in almost every community. However, cause and effect between substance abuse and gambling is unclear.

Opinions on gambling in the 10 communities include:

- One strongly in favor of gambling
- Six indicated a slight bias in favor
- Two were mixed
- One was clearly negative

8) “Impact of Gambling: Economic Effects More Measurable Than Social Effects,” General Accounting Office, April 2000. The GAO conducted an independent review of the NGISC report and findings, as well as a review of the individual reports provided to the NGISC through contractors. In addition, the GAO conducted its own study of the effects of gambling in Atlantic City, NJ by analyzing data on crime (including white collar crime), embezzlement, prostitution, domestic violence, suicide, child abuse and neglect. The GAO concluded the following:

- “Neither NGISC nor the Atlantic City case study was able to clearly identify the social effects of gambling for a variety of reasons. The amount of high quality and relevant research on social effects is extremely limited.” In addition, GAO was not able to clearly identify the social affects of gambling on Atlantic City due to the difficulty of isolating the affects of gambling from other factors.
- While GAO found only limited data on family problems prior to 1978 (the year the casinos began operating), some family problems, including domestic violence incidents, child abuse, divorce, single-parent families, and suicide increased in some years after casinos began operating and decreased in other years.
- While some crime rates – including total crime, property crime, embezzlement, and prostitution – increased immediately after casinos began operating in Atlantic City in the early 1990’s, all rates began an overall decline.
- Some NJ officials viewed the casinos as contributing, at least in part, to increases in some social problems—with the exception of suicides. However, other officials said the casinos had no impact on the increased social problems.
- While NGISC and its contractors reported a linkage between increased crime and pathological gambling, NGISC concluded that, in general, existing data were not sufficient to quantify or define the relationship between gambling and crime. The reliability of many studies is questionable.

9) “Elevated Suicide Levels Associated with Legalized Gambling,” David P. Phillips, Ward Welty, and Marisa Smith, Sociology Department, University of California at San Diego (1997). The project was supported by grants from the Sutherland Foundation and the Alfred and Marian Smith Foundation. Phillips sought to determine whether: i) gamblers or those associated with them are prone to suicide, and/or ii) gaming communities experience atypically high suicide rates. They defined a gambling setting (GS) as Standard Metropolitan Statistical Area (SMSA), which is county-level data. Specifically, they studied data from: Las Vegas (Clark County, Nevada); Reno (Washoe County, Nevada); and Atlantic City (Atlantic County, New Jersey). Results showed that Las Vegas, the premier U.S. gambling setting, displays the highest levels of suicide in the nation. The rate of suicide in Las Vegas is 2.5 times higher, for both residents and visitors, than in other similar metro areas. Visitors to Atlantic City and Reno had a suicide rate 1.75 and 1.5 times higher rate respectively than other similar tourist destinations.

The Social Impacts of Gambling: A Comparison of Studies

	GAO report -- Atlantic City Study	Grant Stitt and Mark Nichols (University of Nevada) and David Giacopassi (University of Memphis)	McCleary, Chew, Merrill & Napolitano	National Opinion Research Center	University of Illinois (David Mustard) Dept. of Economics, Terry College of Business (Earl Grinols)
Crime:	Mixed results – For adjusted Atlantic City rates, general increase in crime through 80's compared to US & NJ rates; decrease to levels close to US & NJ rates from 1994 on. Similar results for property crime and prostitution ¹	Mixed results: Overall, ½ increased rate, 1/2 decreased rate. Stat. sig. Increase in drug violations, stat. sig decrease in burglary & larceny.		No statistically significant change in the crime rate	8% to 10% of crime in a county can be attributed to a casino. Border counties experience increased crime rates
White collar crime	Embezzlement rates increased in Atlantic City initially, then decreased to rates generally lower than US & NJ rates.				
Bankruptcy:		5 of 7 communities showed stat. significant increase in bankruptcy. Direct relationship between rate of bankruptcy and length of casino in the community		No statistically significant change in the rate of bankruptcy	20% of compulsive gamblers have filed for bankruptcy
Divorce:	Slight increase in divorce – stayed higher than NJ avg, lower than US avg.	Rates significantly decreased in 4 of 8 communities. Rate significantly increased in 1 community.			
Suicide:	Mixed results – increase in 1980; in 1990, decrease below 1970 rate. ²	2 communities had stat. sig. increase in the rate; 1 community had stat. sig. decrease in the rate. Generally, larger casino communities were associated with higher rates of suicide	Mixed results. 5 of 6 counties showed no stat. sig. change. 1 county showed stat. sig. decrease in rate.		Rate of suicide 2.5x higher in Las Vegas than other similar metro areas. Visitors to Reno and Atlantic City had 1.75x & 1.5x higher rate than other tourist destinations. (This statistic comes from a study conducted by David Phillips, "Elevated Suicide Levels Associated with Legalized Gambling")
Domestic violence:	Overall rate increase in Atlantic County is higher than in NJ. ³				
Child Abuse/Neglect	Mixed results. Increased substantially through the 80's; dropped to rates close to NJ avg in the 90's.			No statistically significant change in the infant mortality rate.	

¹ NGISC includes data for Atlantic City's adjusted (includes visitors and nonresident workers) and unadjusted (includes only residents). They argue that adjusted population rates give a more accurate reflection of the level of crime.

² After adjusting for visitors and non-residents, the rate of suicide for Atlantic County was lower than both NJ and US for 1980 and 1990.

³ Between 1983 and 1997, Atlantic County's domestic violence incidents per 10,000 increased from 45 to 225. Over the same period, New Jersey's increased from 33 to 102.

The Social Impacts of Gambling: A Comparison of Studies

Crime:

- Pathological gamblers had higher arrest/imprisonment rates. (National Gambling Impact Study Commission)
- No statistically significant change in crime outcomes (does not include white-collar crime such as embezzlement or fraud). (NORC)
- Mixed results. For adjusted Atlantic City rates, general increase in crime through 1980's compared to US & NJ rates; decrease to levels close to US & NJ rates from 1994 on. Similar results for property crime and prostitution.⁴ Embezzlement rates increased in Atlantic City initially; decreased to rates generally lower than US & NJ rates. (GAO Study)
- Mixed results. Overall, half of the communities had an increased crime rate, half of the communities had a decreased crime rate. Statistically significant increase in drug violations, statistically significant decrease in burglary & larceny. (University of Nevada/University of Memphis)
- Casinos increased all crimes except murder. About 8% of property crime and 10% of violent crime in casino counties was due to the presence of a casino. (Grinols & Mustard)

Bankruptcy:

- 1 in 5 pathological gamblers filed bankruptcy. (National Gambling Impact Study Commission)
- No statistically significant change in bankruptcy. (NORC)
- 5 of 7 communities showed a statistically significant increase in bankruptcy. Direct relationship between rate of bankruptcy and length of casino in the community. (University of Nevada/University of Memphis)
- 20% of compulsive gamblers have filed for bankruptcy. (Grinols and Mustard)

Divorce:

- Slight increase in divorce – stayed higher than NJ avg., lower than US avg. (GAO Study)
- Rates significantly decreased in 4 of 8 communities. Rate significantly increased in 1 community. (University of Nevada/University of Memphis)
- 20% of compulsive gamblers have filed for bankruptcy. (Grinols and Mustard)

Suicide:

- Mixed results – increase in 1980; in 1990, decrease below 1970 rate.⁵ (GAO Study)
- 2 communities had stat. sig. increase in rate; 1 community had stat. sig. decrease in the rate. Generally, larger casino communities are associated with higher rates of suicide. (University of Nevada/University of Memphis)
- Mixed results. 5 of 6 counties showed no stat. sig. change. 1 county showed stat. sig. decrease in rate. (McCleary et al)
- Rate of suicide 2.5x higher in Las Vegas than other similar metropolitan areas. Visitors to Reno and Atlantic City had 1.75x & 1.5x higher rate than other tourist destinations. (Grinols and Mustard, Phillips et al)

Domestic Violence:

- Overall rate increase in Atlantic County is higher than in NJ.⁶ (GAO Study)

Child Abuse/Neglect:

- Mixed results. Increased substantially through the 1980's; dropped to rates close to NJ avg in the 1990's. (GAO Study)
- No statistically significant change in the infant mortality rate. (NORC)

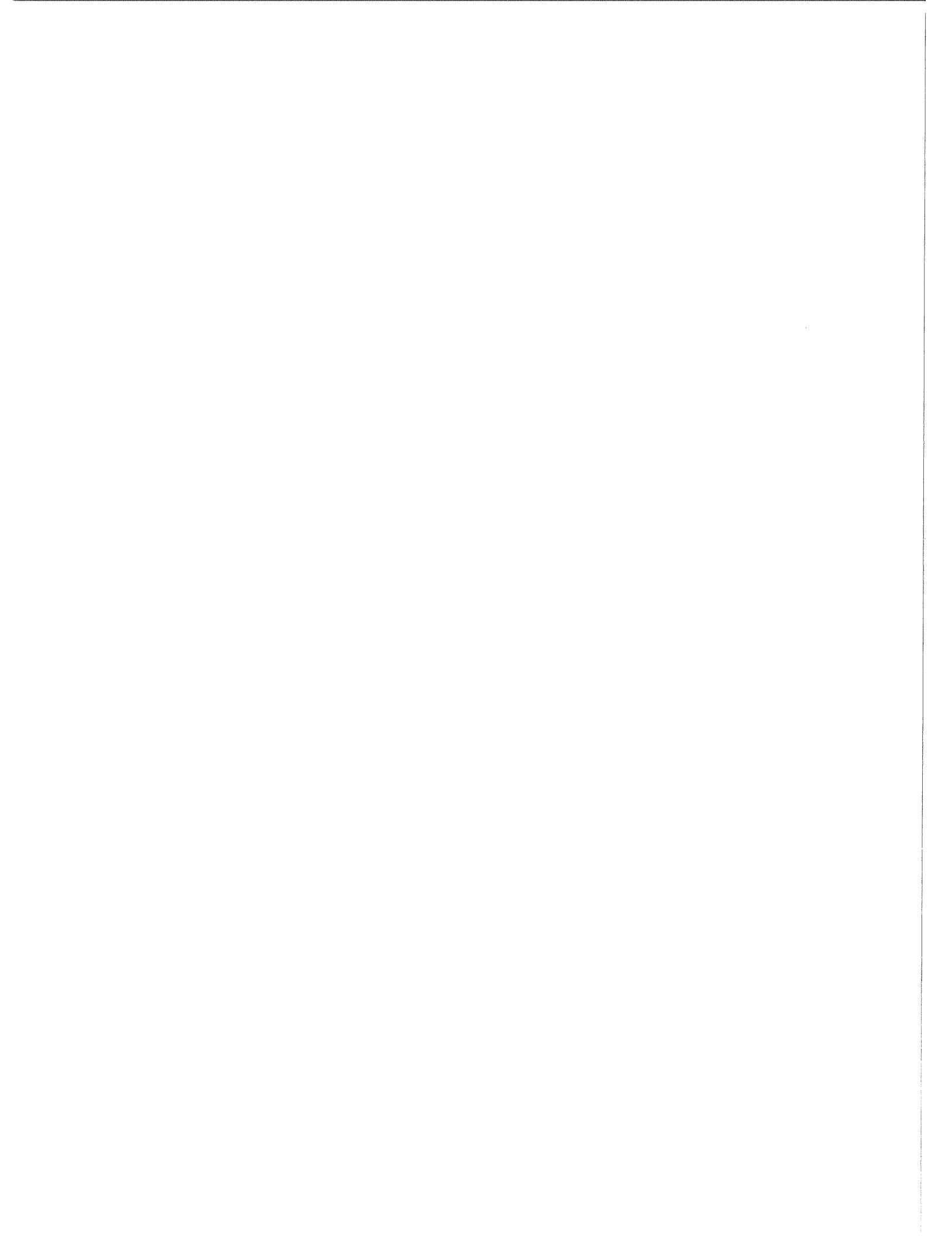
⁴ NGISC includes data for Atlantic City's adjusted population (includes visitors and nonresident workers) and unadjusted population (includes only residents). They argue that adjusted population rates give a more accurate reflection of the level of crime.

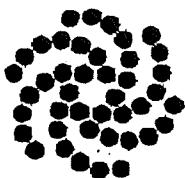
⁵ After adjusting for visitors and non-residents, the rate of suicide for Atlantic County was lower than both NJ and US for 1980 and 1990.

⁶ Between 1983 and 1997, Atlantic County's domestic violence incidents per 10,000 increased from 45 to 225. Over the same period, New Jersey's increased from 33 to 102.

APPENDIX G

Presentation from Eben Marsh, Bureau of Alcoholic Beverages and Lottery Operations



**NASPL****NORTH AMERICAN ASSOCIATION OF STATE
& PROVINCIAL LOTTERIES**www.naspl.org**FASTFAX**

TO: NASPL Members
FROM: Eben Marsh, Director, Maine Lottery
DATE: September 13, 2002
SUBJECT: Survey

The Maine Legislature is considering legalizing the placement of a casino in its state.

A legislative Study Commission has requested the Maine State Lottery (MSL) to make a presentation to it describing the effects that a casino may have on the sales and revenue performance of the lottery. The MSL is requesting any state or province which has both lotteries and casinos, and which has performed research and published findings (or other documented information) to the effects of a casino upon the lottery, to send a copy of its report to:

Eben Marsh, Director
Maine State Lottery
8 State House Station
Augusta, Maine 04333-0008

Fax: 207 287 6769

In FY 2002, the Lottery asked casino questions in its monthly public tracking research, including related gambling habits and advertising awareness. As the Lottery conducts business in the increasingly competitive gaming market, it is important to know more about our customers who visit casinos and are subject to different advertising messages. The survey revealed the following significant information:

- Casino Visits. 40% of the respondents visited a casino located in the state in the past year. On average, visitors made seven visits to casinos located in the state.
- Duration of Visits. Half (51%) reported staying at the casino one to two hours and a majority spent about \$50 during each visit.
- Source of Information. 71% of the casino visitors cited television advertising as the most popular source for casino information. About one-fourth reported radio commercials and outdoor billboards as a primary source of information.
- Advertising Recall. By far, respondents recall seeing more advertising for casinos than for the Lottery. Approximately three in four (76%) adults recalled seeing more advertising for casinos, but only 9% remembered more ads for the state Lottery.
- Like About Casinos. About a fourth of the casino visitors say they like casinos better than the Lottery because they are more exciting, entertaining and fun. 19% believe they have better odds of winning at the casinos.
- Like About the Lottery. 29% of the casino visitors say they like the convenience of playing at home better than going out to a casino. However, a similar percentage said they like nothing in particular about the Lottery compared to casino gambling.

Connecticut

DRS-DIVISION OF SPECIAL REVENUE

Transfers to General Fund

Accumulative to Date - Through June 2002

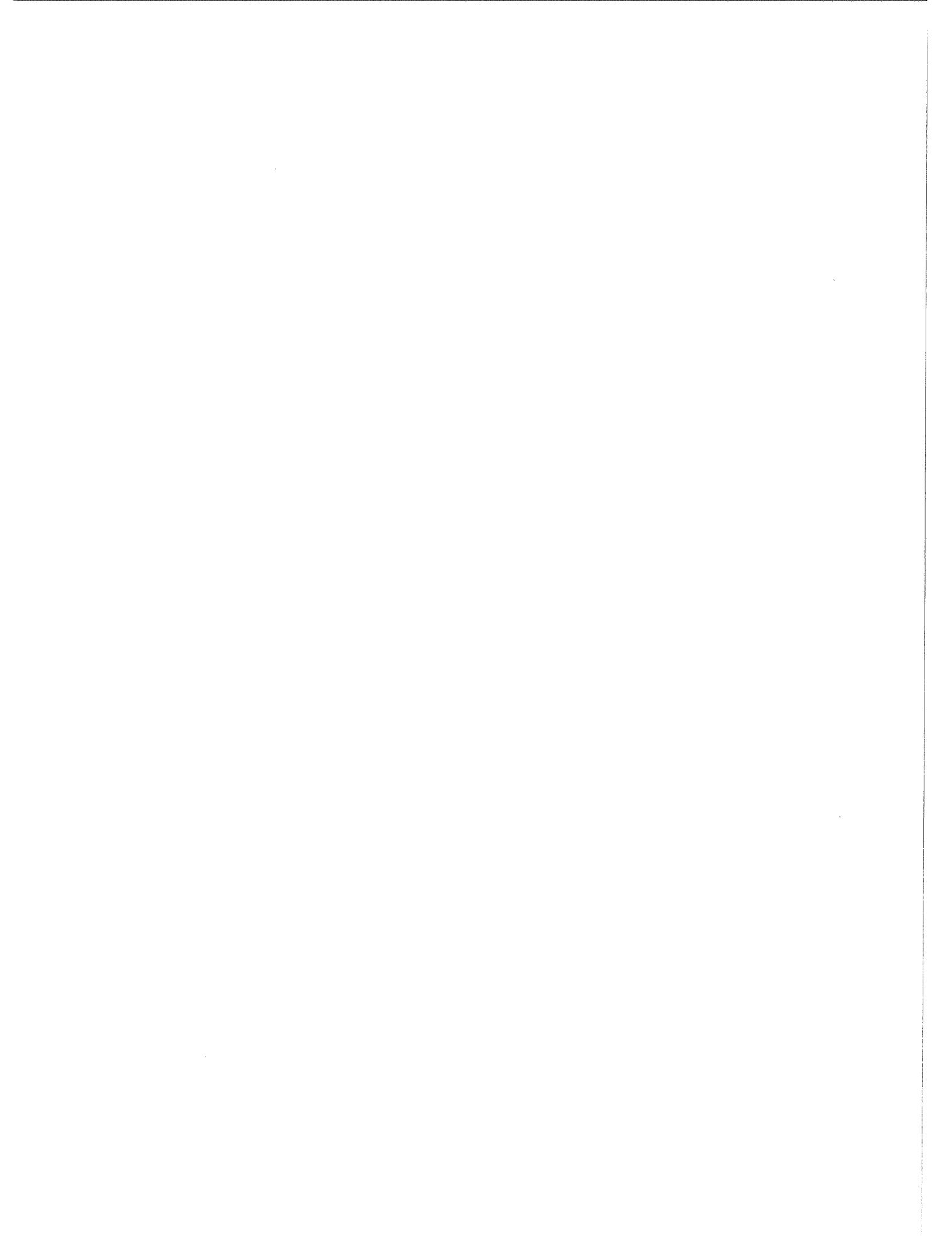
STATEMENT 2

29-Jul-02

FYE 6/30	LOTTERY	<u>PARIMUTUEL</u>					OFF-TRACK BETTING	CHARITABLE GAMES	<u>CASINO</u>			GRAND TOTAL
		Plainfield Greyhound	Bridgeport/ Shoreline Star	Hartford Jai Alai	Milford Jai Alai	Sub-total			Foxwoods	Mohegan Sun	Subtotal	
1972	\$8,150,000											\$8,150,000
1973	16,500,000											\$16,500,000
1974	16,000,000											\$16,000,000
1975	15,000,000											\$15,000,000
1976	31,900,000	\$4,924,536	\$225,333	\$384,241		\$5,534,110						\$37,434,110
1977	25,341,822	9,897,029	7,539,664	4,215,515	\$949,904	22,602,112	\$8,000,000					\$55,943,934
1978	41,790,050	8,119,339	4,850,208	4,708,105	4,556,746	22,234,398	8,800,000					\$72,824,448
1979	43,117,000	7,806,377	5,092,827	4,199,321	4,416,805	21,515,330	7,800,000					\$72,432,330
1980	54,535,048	7,176,368	4,739,781	4,188,854	4,738,019	20,843,022	13,100,000					\$88,478,070
1981	57,653,000	7,517,524	4,659,929	3,930,327	4,096,110	20,203,890	13,500,000					\$91,356,890
1982	71,000,000	8,145,685	4,479,313	4,934,239	4,090,059	21,649,296	20,200,000					\$112,849,296
1983	80,500,000	9,253,891	4,412,450	4,845,766	4,479,478	22,991,585	19,000,000					\$122,491,585
1984	105,425,000	9,791,909	4,545,535	4,883,719	4,519,902	23,741,065	18,800,000					\$147,966,065
1985	148,800,000	9,875,591	4,385,627	5,218,887	4,843,053	24,323,158	18,700,000					\$191,823,158
1986	190,850,000	9,629,358	5,474,825	5,238,231	3,965,388	24,307,802	18,900,000					\$234,057,802
1987	214,100,000	9,545,366	4,939,500	5,441,696	4,926,814	24,853,376	18,700,000					\$257,653,376
1988	225,000,000	8,174,977	3,414,498	4,526,011	5,295,122	21,410,608	18,800,000	\$450,209				\$265,660,817
1989	219,650,000	7,919,128	3,648,252	3,360,573	4,891,112	19,819,065	19,600,000	1,662,433				\$260,731,498
1990	227,650,000	6,957,952	3,820,124	4,257,677	4,743,204	19,778,957	18,300,000	1,048,127				\$266,777,084
1991	228,600,000	5,936,699	3,728,412	3,931,354	4,157,985	17,754,450	10,900,000	1,326,882				\$258,581,332
1992	221,300,000	5,259,612	3,430,594	3,987,895	3,843,258	16,521,359	14,400,000	1,500,035				\$253,721,394
1993	221,700,000	2,578,114	2,632,772	2,962,939	3,138,557	11,312,383	16,200,000	1,735,931	\$30,000,000		\$30,000,000	\$280,948,314
1994	217,250,000	682,389	446,604	519,205	713,048	2,361,246	5,788,175	1,805,800	113,000,000		\$113,000,000	\$340,205,222
1995	249,650,000	592,446	350,990	421,212	639,706	2,004,354	6,129,150	1,748,657	135,724,017		\$135,724,017	\$395,256,178
1996	262,050,000	490,421	210,335	141,034	858,996	1,700,786	6,610,554	1,723,649	148,702,765		\$148,702,765	\$420,787,754
1997	251,520,868	308,935	47,231	0	521,138	877,305	6,874,079	1,491,772	145,957,933	\$57,643,836	\$203,601,769	\$464,365,792
1998	264,274,830	281,153	38,816	0	401,319	721,288	5,441,570	1,423,223	165,067,994	91,007,858	\$256,075,852	\$527,936,763
1999	271,308,022	255,094	37,090	0	341,630	633,814	5,472,648	1,258,380	173,581,104	113,450,294	\$287,031,398	\$565,704,262
2000	253,598,047	210,483	35,425	0	324,365	570,273	5,616,495	1,205,865	189,235,039	129,750,030	\$318,985,069	\$579,975,749
2001	252,002,987	167,740	40,930	0	294,562	503,232	5,674,281	1,162,360	190,683,773	141,734,541	\$332,418,314	\$591,761,174
2002	271,509,680	162,945	41,969	0	137,764	342,678	5,736,901	1,284,454	199,038,210	169,915,956	\$368,954,166	\$647,827,879
	\$4,757,726,354	\$141,661,061	\$77,269,034	\$76,296,802	\$75,884,045	\$371,110,942	\$317,043,853	\$20,827,777	\$1,490,990,835	\$703,502,515	\$2,194,493,350	\$7,661,202,275

NOTES:

1. Revenue transferred on cash basis per fiscal year.
2. The above transfers represent:
 - a) actual Lottery transfers through June 30, 2002 as reported by the Connecticut Lottery Corporation.
 - b) collection of parimutuel taxes, net of payments to municipalities, for performances conducted through June 30, 2002 for the jai alai and greyhound facilities.
 - c) collection of parimutuel taxes, net of payments to municipalities, for races conducted through June 30, 2002 for Off-Track Betting.
 - d) estimated Sealed Ticket and Bingo revenue through June 30, 2002.
 - e) actual Casino contributions through July 15, 2002, based on reported video facsimile/slot machine revenue through June 30, 2002.
3. From its inception in 1976 through June 30, 1993, the OTB system was State operated. For that period, transfers represented the fund balance in excess of Division needs. The OTB system was sold to a private operator effective July 1, 1993 and since then transfers are based on a statutory parimutuel tax rate.



MAINE LOTTERY

09/30/02



ANGUS S. KING, JR.
GOVERNOR

STATE OF MAINE
DEPARTMENT OF
ADMINISTRATIVE & FINANCIAL SERVICES
BUREAU OF ALCOHOLIC BEVERAGES
& LOTTERY OPERATIONS
8 STATE HOUSE STATION
AUGUSTA, MAINE
04333-0008

EBEN B. MARSH
DIRECTOR

To: Task Force to Study the Impact of a Maine-Based Casino
From: Eben Marsh
Director, Maine State Lottery
Date: September 30, 2002
Subject: Impact of Casio Gaming Upon State Lotteries

Maine has had a state lottery since 1974. Presently, the lottery employs 26 people. You have an historic spreadsheet, which shows sales, profits, commissions paid to retailers, and prize payouts to players. The Maine State Lottery (MSL) offers instant scratch games and on-line games. The on-line games are numbers based games. Profits from the sale of lottery tickets go to the state's General Fund. The MSL sells one instant ticket from which profits go to the Outdoor Heritage Fund. (Refer to the spreadsheet in the handout).

Instant tickets sell for \$1, \$2, \$3 and \$5. There is an average of 1,293,333 tickets per game issued. The total number of instant tickets sold in FY 2002 were 72,659,004 which generated instant ticket sales of \$117,198,430.

The MSL along with the New Hampshire and Vermont lotteries formed the Tri State Lotto Commission that oversees Tri-State Megabucks, Tri-State Cash Lotto, Pick 3 and Pick 4. Megabucks is Maine's biggest on-line game. (Refer to spread sheet). The jackpot prize can be paid in a one-time cash payment or an annuitized payment over 25 years. Megabucks jackpots average about \$3.2 million. It has a game matrix of 6 of 42.

The MSL has a total of 1423 agents. 964 agents sell both instant and on-line games and 459 agents sell instant tickets only. Agents earn 5% commission on on-line sales and 8% commission on instant ticket sales. The MSL contracts with Scientific Games of Alpharetta, GA to provide the agents with an online closed networked system to manage sales and ticket validation.

The MSL actively promotes the lottery to stimulate player interest. Examples of promotions include cash or collateral game prizes, second chance drawings, lottery giveaways, and attendance to over 20 fairs, festivals, and special events throughout the state. The MSL total marketing and advertising budget is \$2,610,000. The MSL has an advertising contract with NL Partners, an ad agency based in Portland.

MSL per capita sales is \$2.36 per week and ranks #23 of the 39 lottery states. Of the 39 states which have lotteries, 23 states have casino gaming.

Based on a market analysis done for the MSL in 1998, player demographics cover the full range of adults, 18 and older. More women than men, young college educated males, and rural residents are typical players. At that time, 80% of adult Mainers purchased at least one lottery ticket in the previous year.

Influences on the lottery in Maine include changes in player interest, jackpots, games design, % of payout, promotions, cross border Powerball, Foxwoods and charitable games.

I was asked to report to this Task Force on the effects that a casino in Maine could have on the revenue performance of the MSL.



PRINTED ON RECYCLED PAPER

The MSL has not conducted any study or analysis for this purpose. To be responsive, I asked both the NASPL (the association of state lotteries) and SCI games (the largest lottery services provider in the country) to assist in information gathering.

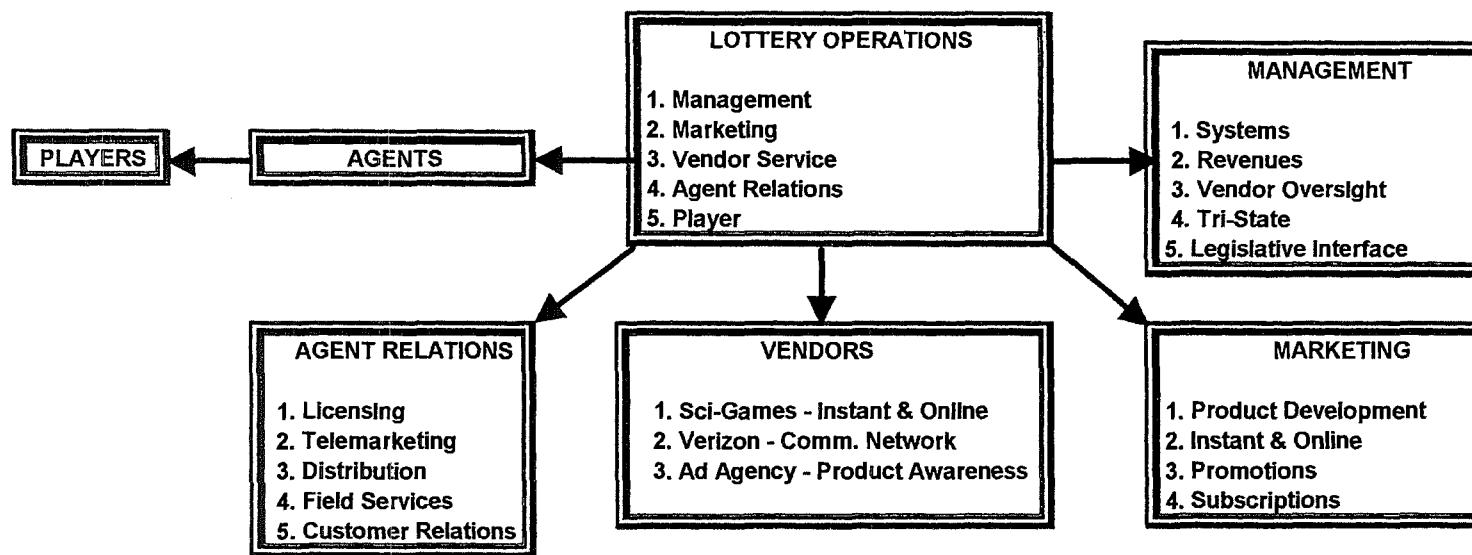
What we were able to obtain is diverse, some antidotal, and some research based position papers. I would be pleased to review each report. But, in the interest of time, I would report that this compilation indicates that lottery sales and profits generally have declined following the introduction of a casino into the state. Connecticut appears to be an exception. That state entered Powerball subsequent to Foxwoods. That high jackpot lotto game restored lottery sales and profits for Connecticut.

Also, while casinos appear to have a negative impact on state lotteries, incremental revenues from casinos appear to be greater than the reduced lottery sales and in most instances, and result in an overall increase in total gaming derived state revenues.

It may be conjectural to apply this information as a basis of conclusion for Maine, but I hope this is helpful to this Task Force.

I will provide these resources to Danielle Fox.

LOTTERY FLOW CHART - CURRENT SYSTEM



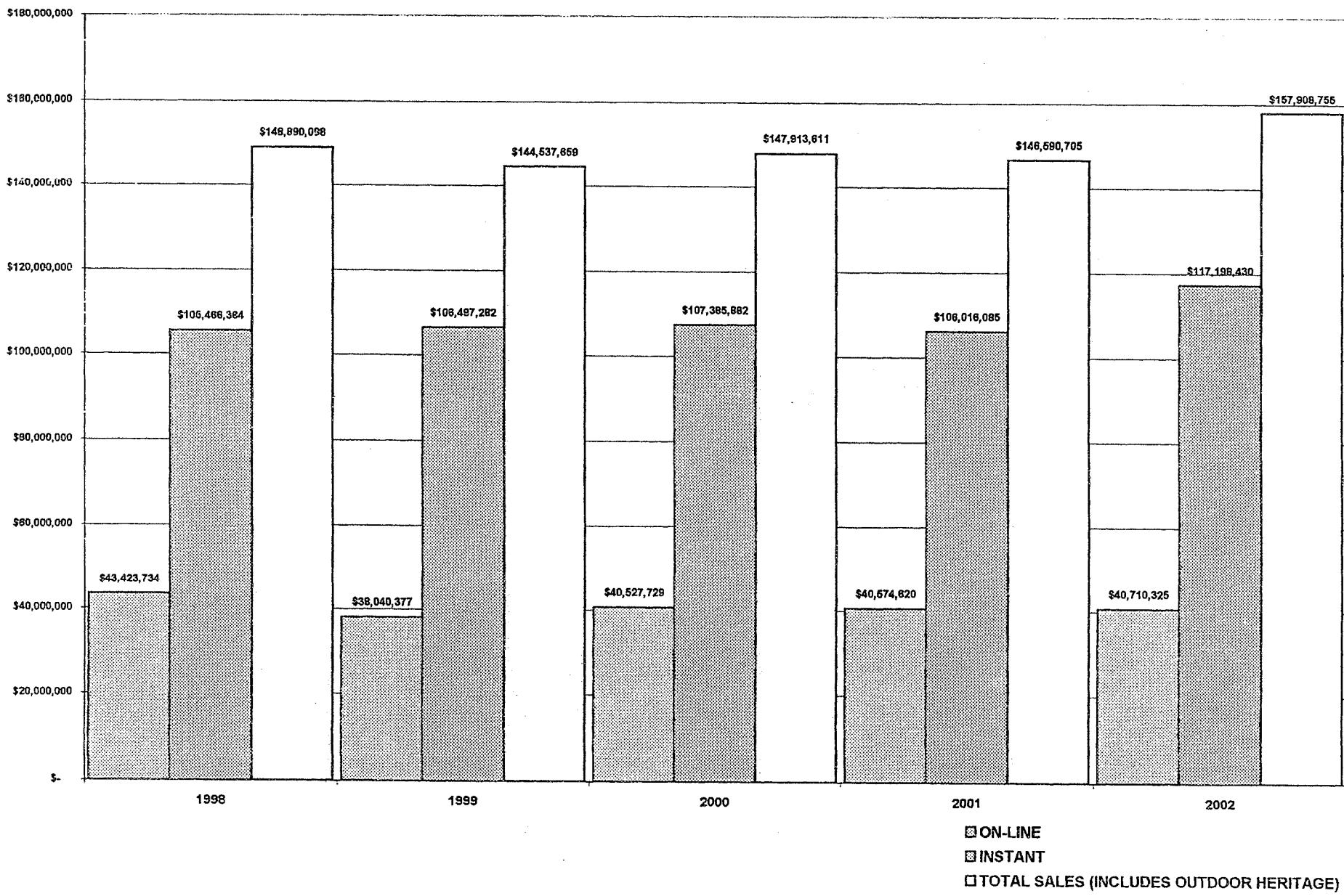
MAINE STATE LOTTERY

FISCAL YEAR	\$0.50	\$1.00	HERITAGE	\$2.00	\$3.00	\$5.00	PICK 3	PICK 4	MEGABUCKS	LOTTO AMERICA	CASH 5	5 CARD CASH	WINCASH	CASH LOTTO	TOTAL SALES	AGENT COMM.	PRIZES	TO GEN. FUND	TO HERITAGE
1974	\$154,617														\$154,617	\$7,731	\$73,652	(\$98,696)	
1975	\$1,715,470		\$3,482,924												\$5,198,384	\$322,948	\$2,357,898	\$1,197,150	
1976	\$2,783,984		\$6,497,195												\$8,281,179	\$608,232	\$3,728,823	\$2,609,623	
1977	\$1,699,847		\$4,707,027												\$6,406,874	\$685,443	\$2,883,397	\$1,491,113	
1978	\$2,185,793		\$4,630,231												\$6,816,024	\$695,514	\$3,073,385	\$1,592,706	
1979	\$1,539,809		\$6,025,365												\$6,565,174	\$723,629	\$2,955,698	\$1,379,411	
1980	\$1,343,621		\$4,501,072				\$120,607								\$5,965,200	\$594,181	\$2,796,843	\$896,112	
1981	\$285,923		\$4,199,379				\$1,884,606								\$6,368,908	\$710,815	\$3,041,138	\$1,093,110	
1982		\$6,878,631					\$2,779,463								\$9,658,094	\$988,287	\$4,742,301	\$2,384,850	
1983		\$8,981,135					\$4,092,881								\$13,073,896	\$1,380,996	\$6,423,677	\$3,693,744	
1984		\$10,307,674					\$6,660,514								\$16,958,188	\$1,751,049	\$7,796,570	\$4,615,771	
1985		\$9,927,712					\$6,018,263								\$15,945,976	\$1,780,269	\$7,911,162	\$4,422,746	
1986		\$10,243,484					\$4,685,384	\$2,266,690	\$21,556,151						\$38,751,719	\$2,584,461	\$20,069,610	\$11,845,910	
1987		\$17,983,762					\$4,752,376	\$2,711,418	\$32,636,940						\$58,083,496	\$3,757,759	\$30,325,986	\$18,205,948	
1988		\$35,830,398					\$5,316,387	\$3,378,265	\$37,836,547						\$82,462,597	\$6,512,003	\$41,320,637	\$27,266,282	
1989		\$48,432,748					\$6,172,186	\$3,625,427	\$39,088,364						\$96,318,725	\$6,672,266	\$49,738,113	\$30,407,319	
1990		\$48,277,899					\$5,302,354	\$3,824,446	\$41,090,583						\$98,495,282	\$6,295,086	\$50,251,602	\$30,543,755	
1991		\$40,969,885					\$6,148,108	\$3,407,159	\$36,923,739	\$9,876,577					\$96,325,468	\$6,281,548	\$50,598,986	\$29,363,064	
1992		\$51,495,296					\$4,819,273	\$3,378,026	\$45,143,326	\$6,767,572	\$2,461,726				\$114,055,219	\$7,207,222	\$59,891,578	\$35,434,002	
1993		\$62,274,038					\$4,863,996	\$3,344,579	\$37,722,432		\$8,869,067				\$118,074,110	\$7,741,131	\$63,977,348	\$36,513,230	
1994		\$72,085,761		\$12,908,400			\$4,747,798	\$3,238,966	\$44,732,123		\$7,499,425				\$145,212,463	\$8,780,917	\$79,886,692	\$44,616,761	
1995		\$68,789,767		\$28,231,914			\$4,686,476	\$3,224,916	\$42,245,224		\$5,998,071	\$29,960			\$153,204,327	\$10,487,292	\$88,636,841	\$41,185,167	
1996		\$55,452,914	\$5,504,375	\$37,386,882			\$4,561,407	\$3,334,546	\$35,115,045		(\$8)	\$7,334,542			\$148,689,703	\$10,412,757	\$86,719,924	\$37,757,631	
1997		\$53,368,356	\$4,214,863	\$37,773,278	\$9,060,820		\$4,635,995	\$3,390,520	\$28,833,704			\$4,977,466			\$146,255,002	\$10,431,284	\$84,827,348	\$40,887,058	
1998		\$57,105,706	\$4,219,798	\$31,348,312	\$9,022,333	\$33,770,215	\$4,477,042	\$3,121,071	\$31,668,670		\$803,814	\$3,363,128			\$148,890,098	\$10,578,232	\$87,530,222	\$40,742,057	
1999		\$53,174,733	\$7,057,795	\$29,341,910	\$10,238,619	\$6,684,225	\$6,045,791	\$3,601,643	\$24,689,194			\$4,703,749			\$144,537,659	\$10,387,645	\$86,054,166	\$39,620,894	
2000		\$51,820,649	\$4,779,464	\$28,639,214	\$13,010,385	\$9,236,170	\$5,006,256	\$3,803,267	\$27,137,544			\$4,580,663			\$147,913,611	\$10,044,178	\$87,080,532	\$38,138,174	
2001		\$39,347,979	\$5,965,682	\$36,426,404	\$11,397,420	\$12,888,600	\$5,205,729	\$4,032,467	\$27,643,198			\$3,793,226			\$146,590,705	\$10,470,697	\$86,544,277	\$35,450,105	
2002		\$41,152,927	\$5,079,879	\$34,353,612	\$14,452,422	\$22,159,590	\$5,588,744	\$4,292,768	\$25,814,681			\$3,296,791	\$1,717,341	\$157,908,755	\$11,400,074	\$94,198,583	\$39,317,891		
TOTALS	\$11,708,964	\$875,944,636	\$36,811,856	\$276,309,926	\$67,181,999	\$54,738,800	\$104,661,624	\$67,977,174	\$679,666,474	\$13,644,149	\$25,816,281	\$13,145,782	\$19,737,557	\$1,717,341	\$2,142,162,562	\$150,293,606	\$1,194,436,789	\$602,472,888	\$9,528,722

*does not incl
- operating expenses
- COGS*

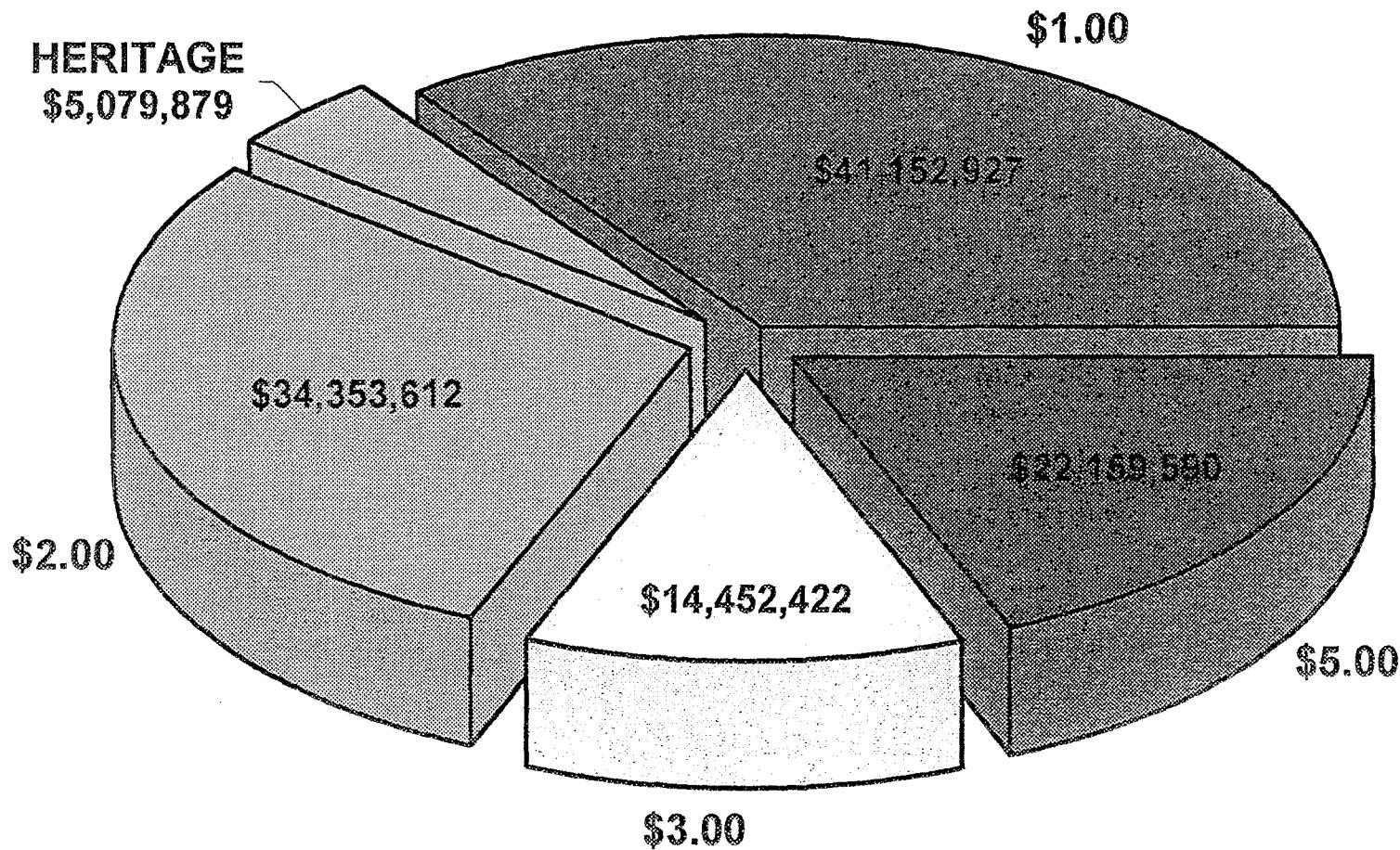
MAINE LOTTERY

5 YEAR SALES TREND



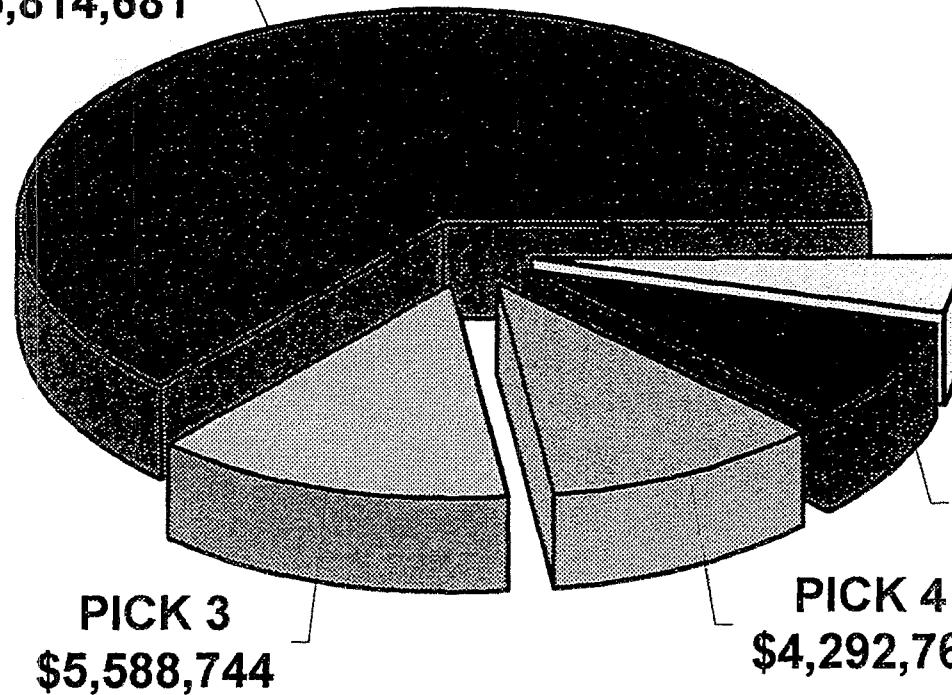
MAINE LOTTERY

2002 INSTANT TICKET SALES



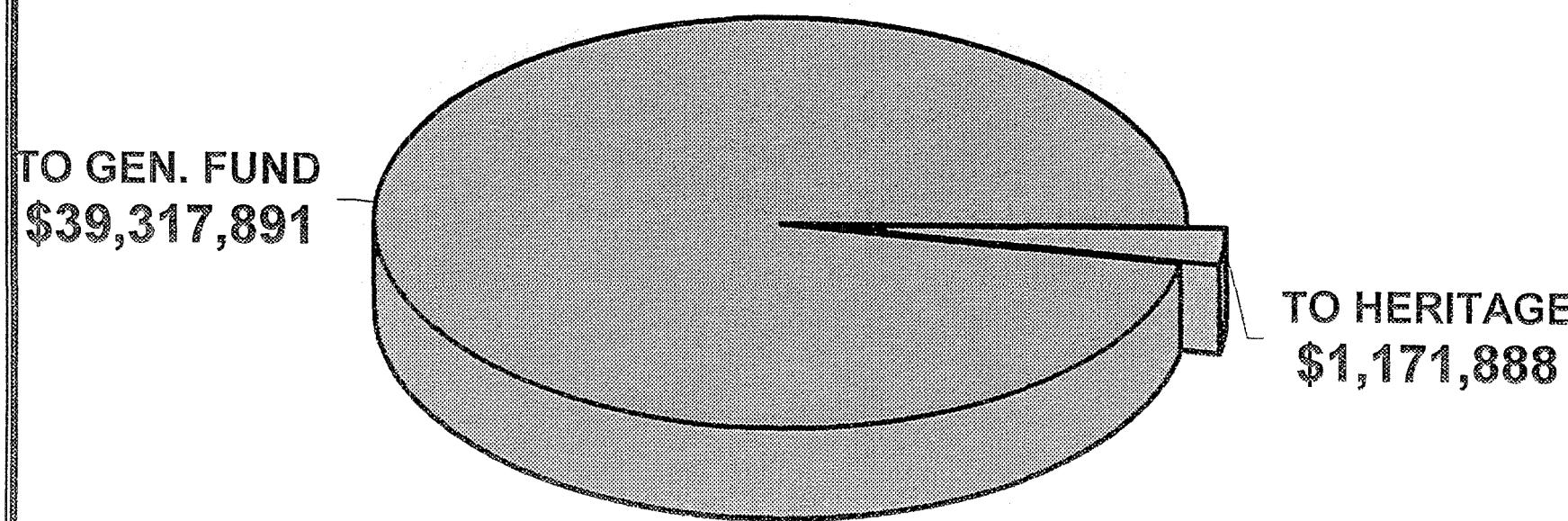
MAINE LOTTERY 2002 ON-LINE SALES

MEGABUCKS
\$25,814,681



MAINE LOTTERY

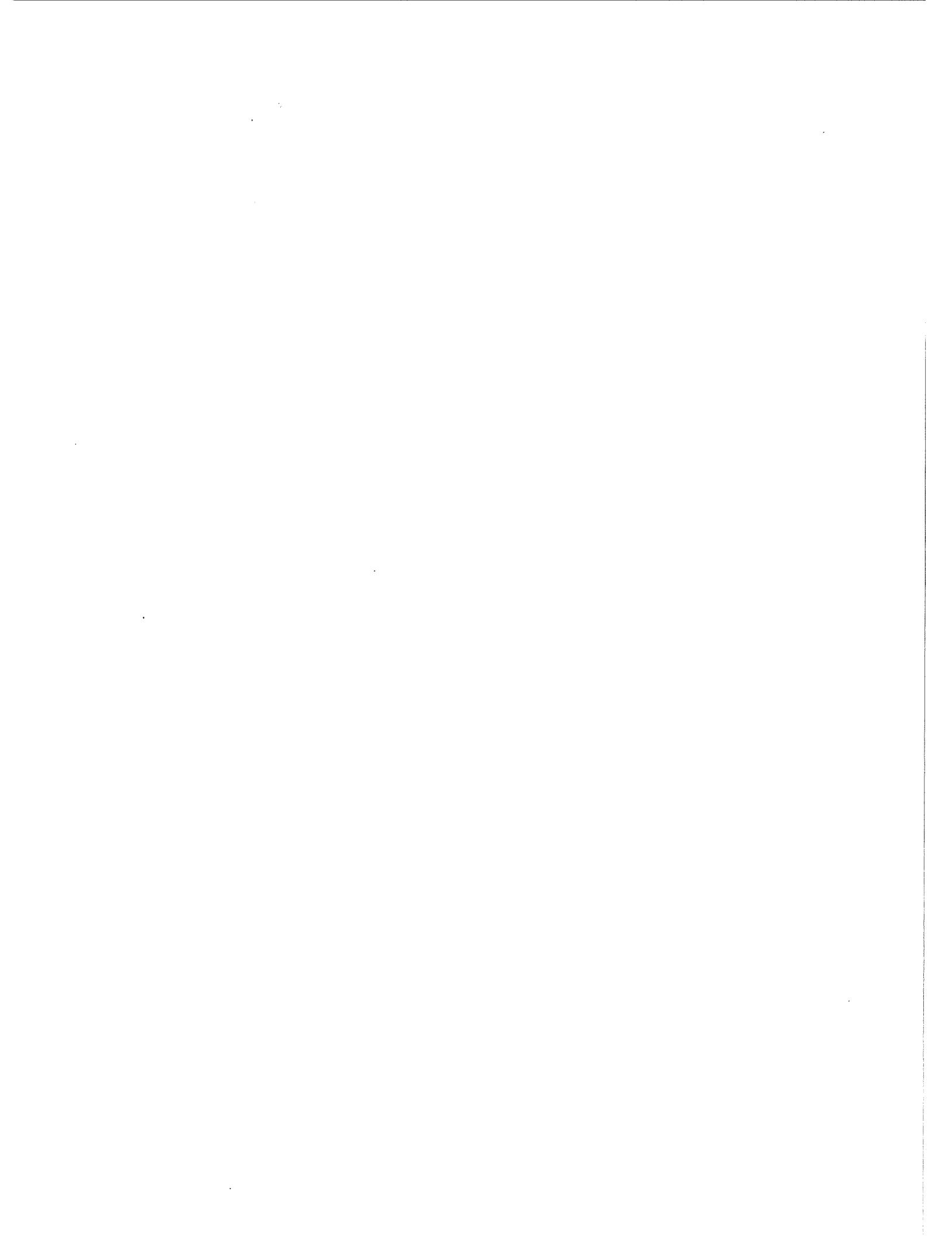
2002 NET PROFIT



U.S. lotteries ranked by FY02 PC sales

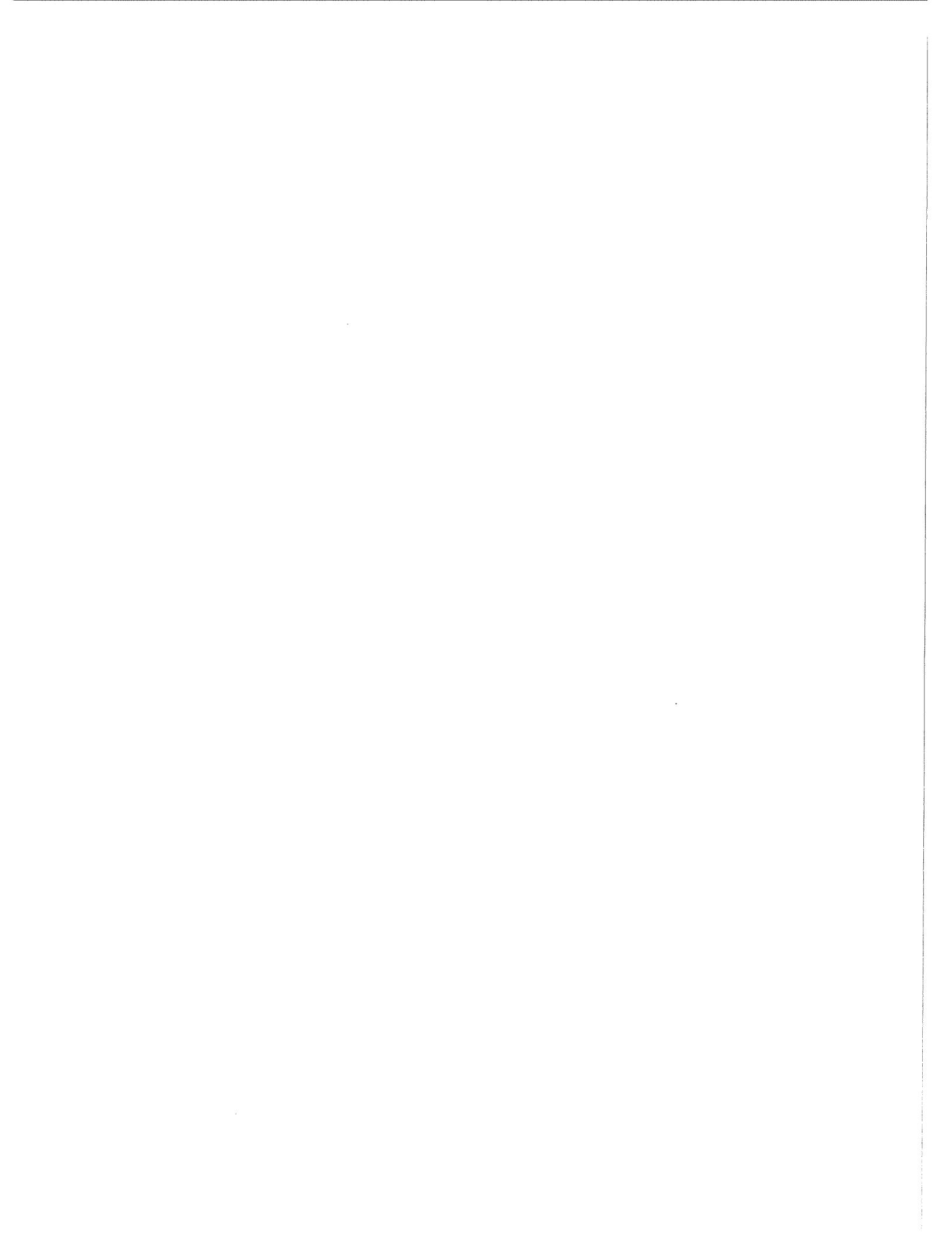
(in US\$)

Rank		Pop. (M)	Wk. PC Sales
1	Rhode Island	1.1	\$21.27
2	Delaware	0.8	\$16.28
3	South Dakota	0.8	\$16.01
4	Massachusetts	6.4	\$12.65
5	West Virginia	1.8	\$9.06
6	D.C. ¹	0.6	\$7.09
7	Georgia	8.4	\$5.62
8	Connecticut	3.4	\$5.10
9	New York	19.0	\$4.85
10	New Jersey	8.5	\$4.69
11	Maryland	5.4	\$4.68
12	Oregon	3.5	\$4.52
13	Ohio	11.4	\$3.36
14	N. Hampshire	1.3	\$3.25
15	Michigan ¹	10.0	\$3.23
16	Pennsylvania	12.3	\$3.03
17	Kentucky	4.1	\$3.02
18	Virginia	7.2	\$2.96
19	Florida	16.4	\$2.84
20	Texas ¹	21.3	\$2.68
21	Vermont	0.6	\$2.57
22	Illinois	12.5	\$2.45
23	Maine	1.3	\$2.36
24	Missouri	5.6	\$2.00
25	Indiana	6.1	\$1.97
26	Colorado	4.4	\$1.78
27	California	34.5	\$1.63
28	South Carolina	4.1	\$1.59
29	Wisconsin	5.4	\$1.52
30	Minnesota	5.0	\$1.46
31	Kansas	2.7	\$1.43
32	Washington	6.0	\$1.41
33	New Mexico	1.8	\$1.41
34	Idaho	1.3	\$1.35
35	Louisiana	4.5	\$1.34
36	Iowa	2.9	\$1.19
37	Arizona	5.3	\$1.07
38	Nebraska	1.7	\$0.83
39	Montana	0.9	\$0.72



APPENDIX H

Presentation from Dick Groton, Maine Restaurant Association





...Maine Restaurants serve great food...We serve great Maine restaurants

Maine Restaurant Association

P O Box 5060, 5 Wade Street, Augusta, ME 04332-5060

207-623-2178·Fax 207-623-8377·E-Mail info@mainerestaurant.com

www.mainerestaurant.com

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*New England Coffee Company
Portland - Boston*

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Holiday Inns
Portland*

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Richard McLaughlin, FMP
*Lobster Pound Restaurant
Lincolnville*

PAST PRESIDENT

Jack Crawford, President
*Maine Course Hospitality Group
Yarmouth*

September 30, 2002

Task Force to Study the Impact of a Maine Based Casino

Senator Kevin Shorey, Chair, Representative Donna Loring, House Chair:
Distinguished members of the Task Force.

I am Dick Grotton, executive vice president of the Maine Restaurant Association. The position of our membership regarding the issue of casino gambling in Maine is unknown and the Executive Committee of the Board of Directors felt it premature to poll our membership before more is known and a number of questions are asked and answered regarding this issue.

Some of the questions surrounding a major gambling casino and entertainment complex in Maine are indeed new, controversial and, depending upon the location of your business, of grave concern to many in our industry.

The questions focus on these areas:

- Competing with a monopoly
- Labor supply and costs
- The image impact upon our state
- Social costs
- Who gets the money
- What will New Hampshire do?
- Is this the right thing to do

Competing with a monopoly

Many in our industry are excited that a new major attraction could bring new customers to Maine and to their businesses. They believe that visitors to a \$400,000,000 gambling casino and entertainment complex may choose to visit other parts of Maine, including their properties. Other industry members closer to the area where the casino is being considered for location, understand that they would be facing a major new competitor. Their sense is that the Casino would be a destination resort where the gambler arrives and stays with everything provided within the complex. They are very concerned for their businesses.

Normally restaurants thrive on competition. But this is different. This competition would come from a state authorized monopoly. A monopoly with the sole right to offer legal gambling. It would not be just a casino. It would be a \$400,000,000 Gambling casino and entertainment complex of enormous scale for Maine.

It is clearly in the best interest of the casino operator to offer every possible entertainment and refreshment venue in an effort to keep visitors to their complex content, inside and spending money. The casino can afford to give away free or discounted food and beverages to keep customers happy and at the gaming tables because they enjoy multiple profit centers.

Profit is dependent upon efficiency, debt service, menu type, alcoholic beverage service, sales volume and pricing structure.

The bottom line, pre-tax profit of a well operated Maine restaurant ranges between 0% and 10%, with an average in the 4%-6% area. Nationally the accounting firm of Deloitte & Touche determines, in the Industry Operations Report, that restaurants with check averages under \$15.00 show a net profit before taxes of between .08% and 9.5% with a median of 3.8%.

One question we need answered is: "What is the bottom line, pre-tax profit of a well-operated casino?"

Most Maine restaurants and resort properties have been around for many years, some for generations. Many show their maturity; often it is significant to their charm, but along with that advantage comes additional costs. ADA access compliance, alarm system upgrades, sprinkler systems, and the general maintenance costs of older properties is enormous.

The casino would be totally new. New, multiple-venue restaurants, new hotels with the most modern equipment and amenities all potentially offered at discounted pricing structures.

In this case the competitor is a state sanctioned monopoly. If the local resort or restaurant cannot compete, they cannot simply bring in the slot machines, offer gambling and level the playing field. There is no room to discount. What do they do? Is the only alternative to close?

This headline was pulled from the Internet just yesterday afternoon. "Sometimes you can get a gambling vacation package for less than the price of airfare alone." Is predatory pricing typical? Should it be permitted?

The Gambling casinos and entertainment complexes I have looked at have been located a substantial distance from major markets. The casino and entertainment complex as proposed for Maine, would be very close to a hundred or more major, southern Maine resort properties.

The question is, "Is this fair competition? Can the neighboring restaurants / resorts compete and survive in an environment that may well include predatory pricing?"

Labor and housing supply and costs

Currently, during our summer season, we do not have a sufficient supply of employees or housing in southern Maine and New Hampshire to cover the jobs available. We must import foreign workers through J1 and H2B visa programs in increasing numbers. We would like to have more foreign workers but housing for these and other summer employees is a major issue. The housing market in southern Maine does not permit summer help to migrate for employment. There is simply no place to live at affordable pricing. Many resorts have had to

construct on-property housing to accommodate summer help. An expensive and desperate measure.

The proposed casino envisions hiring 4,000 employees. By any measure a huge number. It will have an enormous impact on housing as well as employment in the entire region and well into New Hampshire and Massachusetts.

In the free marketplace, the scarcity of any commodity increases the price. We can assume wages will rise and a greater number of employees will need to come from abroad. September 11th exacerbates the problem. The Immigration and Naturalization Service (INS) is taking six months and longer to approve "expedited" applications for seasonal employees. An expedited application carries a premium fee of \$1,000. As housing tightens, it will likely be Maine people who bear the majority of the cost.

The problem is the profit structure. The gambling casino and entertainment complex has a gambling based profit structure that will accommodate higher wages than the profit structure of existing southern Maine resorts and restaurants. When wages escalate, the only alternative for Maine resorts and restaurants is to raise prices to enable them to pay the higher wages. The higher prices will impact occupancy and make the Maine based properties even less competitive with the Gambling casino and entertainment complex. It is perhaps one of the most serious issues of the debate.

The question is "Will the gambling casino and entertainment complex create a catastrophic labor and housing crisis in southern Maine –New Hampshire?"

The image impact upon our state

This is the \$400,000,000 question. Many feel that a gambling casino is "just another attraction," "something else to do."

Others, once again those seemingly closer to the proposed casino locations, say that the view we have fostered and marketed of "Maine the way life should be," a family vacation to enjoy the quiet beauty of our state touring lakes, mountains, seashore and lighthouses, is in direct opposition to the image of a gambling casino.

Image is in the eye of the beholder and it is one of the serious questions to be debated over the next several months.

The \$400,000,000 question is, "Will a gambling casino conflict with our marketing image of Maine as a quiet, safe family vacation destination?"

Social costs

What was the reason that all of the Gubernatorial candidates have said they would veto any casino bill offered? Was it the social cost? The social cost associated with gambling is another question with no answers. We know that there is an issue in Maine regarding our own state lottery and folks who spend more than they should on playing the game. Ads for the lottery in recent times have added the line, "please play responsibly."

I have no personal knowledge or factual data regarding the issue of gambling addiction. However, we can look to states that have allowed casino gaming and see how it's turning out.

The following excerpt is from an article on the web by Jon Garrido; (http://senrs.com/gambling_addicts_play_into_gaming_debate.htm) it simply highlights the fact that there is an issue of concern in the debate. The article outlines the story of an elderly, widow lady who gambles away her life savings and loses her home. The article goes on to say:

"Addiction is the dirty little secret of the casinos and racetracks, a disease just as insidious and life-killing as alcoholism, but one that receives little public attention or state resources. It could get worse as the state prepares to extend its gambling compacts with Indian tribes and expand an already \$1 billion a year business. The state Legislature will resume hearings on proposed compacts Monday and a preliminary vote is expected Tuesday.

Among the key elements of the bills are methods to treat compulsive gambling. A measure proposed by Senate President Randall Gnant would expand slot machines to racetracks throughout the state and set aside \$1 million a year in gaming revenues for the treatment of gambling addicts. The expansion of gambling to racetracks has generated the greatest concern among Arizonans following the gaming debate.

In her proposed compact with Indian tribes, Gov. Jane Hull provides money to deal with the effects of gambling, including a study of how best to treat addicts. Her staff has said she would sign no agreement without money related to treatment. A measure sponsored by Sen. Pete Rios offers a similar proposal.

The tribes, meanwhile, have been attacking the problem for years. They have contributed hundreds of thousands of dollars to a hotline operated by the non-profit Arizona Council on Compulsive Gambling. Several tribes have provided training to casino staffs to spot compulsive gamblers and direct them to counseling.

The National Gambling Impact Study Commission found in 1998 that the rate of pathological and problem gambling doubles within 50 miles of a casino. No new casinos are expected to open in the Phoenix or Tucson areas, but the existing wagering halls will get bigger as more slot machines come flooding in."

As in every major real estate development there are infrastructure needs. New roads, water resources, sewerage disposal, parking, traffic control and more. All of which would be legitimate subjects for planning board review in the locality of jurisdiction. In all probability, no Maine planning board has ever been faced with a \$400-\$500 million dollar development complex. The community will need a great deal of state help.

Not long ago, we had a major debate on the widening of the Maine Turnpike. That debate held back action on the widening for several years. Would the casino absorb all of the capacity of the new three lanes of the Turnpike and leave visitors to Maine in the same predicament as before the widening?

The question is, "Can we identify, quantify and effectively deal with all of the social costs of the casino within the enabling legislation?"

Who gets the money?

We are told that the Passamaquoddy and Penobscot Indian Tribes are to be the owners of the proposed casino. The entire argument for allowing the casino project to move forward appears to be the opportunity to receive millions, if not billions, of dollars of gambling profits, share a portion with the state and use the profits to help the tribes.

The question is, "Who will own and operate the casino? What form of business ownership will be employed, and what part of the profit will actually go to a member of the Penobscot or Passamaquoddy Indian tribe?

What will New Hampshire do?

Should Maine reject the concept of a gambling casino and entertainment complex in Maine. What will the people in New Hampshire do? They have no income tax, no sales tax and their need for a funding mechanism for education is a major concern. Are they likely to turn to the casino as an opportunity to fund a portion of their state government?

Small Maine companies compete daily with stores and facilities in New Hampshire. We have a 7% tax and they have none. Our business owners pay a hefty income tax, they pay none. They pay a hefty property tax but not nearly enough to offset the burdens placed on Maine businesses.

I am aware that many in New Hampshire are well organized and have been active in fighting the concept of gambling in that state. But, could it come to pass that Maine businesses end up competing against a monopoly in a losing battle without even a voice in the debate because it all happened in New Hampshire?

The question is, "**What is the likelihood that this casino or another casino could go to New Hampshire and leave Maine with only the bad news?"**

Is this the right thing to do

Aside from all of the other issues, I believe that many of my members will ask simply, "Is this the right thing to do?"

At this stage of the debate, we should look at this proposal on its merits as a business development project in Maine, separate and apart from the issue of who is asking for the authorization to build it.

Gather all the facts we possible can, including a close look at other states that have been in similar circumstances and examine their results with an eye toward these issues:

Will a \$400,000,000 Gambling Casino and entertainment complex in the heart of York County, irreparably damage the existing hospitality industry?

Did the promised outcome parallel the concept proposal?

Did the money go where it was proposed to go?

Did the money do what it was proposed to do?

Did those that were supposed to benefit really benefit?

Who were the winners?

Who were the losers?

What was the real cost?

Once approved we cannot turn back. The deed is done, right or wrong.

Finally, when all the facts are in, simply ask the question, "**Is this the right thing to do?"**

MISSISSIPPI GAMING COMMISSION -- PUBLIC INFORMATION

Quarterly Survey Information: April 1, 2002 - June 30, 2002

<i>Coastal Region</i>	<i>Number of Employees</i>	<i>Work Permitted</i>	<i>Gaming Sq. Footage</i>	<i>Other Sq. Footage</i>	<i>Total Sq. Footage</i>	<i># Slot Games</i>	<i># Table Games</i>	<i># Poker Games</i>	<i>Activities in Addition to Gaming</i>
Beau Rivage - Biloxi	2,786	1,328	71,669	2,150,000	2,221,669	2,277	89	-	12 Restaurants, Retail Promenade, Marina, Convention Center, Showroom, Manna, Spa, and Hotel
Boomtown - Biloxi	968	533	33,632	99,368	133,000	1,157	22	-	Motion Theater, Buffet, Restaurant, Cabaret, Fun Center
Casino Magic - Bay St. Louis	1,239	631	39,500	346,000	385,500	1,158	37	-	Golf Course, Hotel, RV Park, Restaurants, Sporting Events, Camp Magic, Charter Boats
Casino Magic - Biloxi	943	559	49,260	49,740	99,000	1,326	31	-	Restaurants, Lounge, Gift Shop, Spa and Salon, Convention Facility
Copa Casino - Gulfport	552	381	27,000	4,000	31,000	826	23	-	Gift Shop, Café Cabana and Three Bars
Grand Casino - Biloxi	2,428	1,416	134,200	218,600	352,800	2,773	84	21	Restaurants, Theatre, Hotels, Arcade, and Kid's Quest.
Grand Casino - Gulfport	1,986	1,209	85,000	95,000	180,000	2,249	71	15	Restaurants, Entertainment Barge, Hotels, Lazy River, Arcade, and Kid's Quest.
Impenal Palace	324	589	70,000	120,376	190,376	1,585	41	-	Spa, Pool, Movie Theaters, Restaurants, Shops, and Showroom.
Isle of Capri - Biloxi	849	562	32,500	340,200	372,700	1,185	28	-	Restaurants & Live Entertainment
President - Biloxi	800	510	38,297	22,225	60,522	892	34	4	Live Entertainment, Restaurants, Arcade, and Fishing
The New Palace - Biloxi	670	465	43,500	44,000	87,500	937	36	-	Theater, Hotel, Gift Shop, Spa, Salon, Pool, & Restaurants
Treasure Bay - Biloxi	841	546	40,000	270,000	310,000	925	40	-	Arcades, Gift Shop, Restaraunts, Tanning Bed, and Travel Agency
Region Totals	14,386	8,729	664,558	3,759,509	4,424,067	17,290	536	40	
<i>North River Region</i>	<i>Number of Employees</i>	<i>Work Permitted</i>	<i>Gaming Sq. Footage</i>	<i>Other Sq. Footage</i>	<i>Total Sq. Footage</i>	<i># Slot Games</i>	<i># Table Games</i>	<i># Poker Games</i>	<i>Activities in Addition to Gaming</i>
Bally's - Robinsonville	794	615	46,535	149,358	195,893	1,315	42	-	Restaurants, Hotel, and Entertainment
Fitzgerald's - Robinsonville	987	690	36,000	525,000	561,000	1,369	34	-	Hotel, Restaurant, Slot and Table game tournaments.
Gold Strike - Robinsonville	1,273	826	50,486	1,347,597	1,398,083	1,386	47	8	Restaurants, Millenium Theater, Arcade, and Hotel.
Grand Casino - Tunica	2,719	1,529	117,920	222,080	340,000	2,523	93	14	Restaurants, RV Park, Arcade, Golf Course, Kid's Quest, and Clay Shooting.
Harrah's - Tunica	832	482	50,000	151,924	201,924	1,217	21	-	Live Entertainment, Restaurants, and golf.
Hollywood - Robinsonville	1,179	705	54,000	337,613	391,613	1,591	35	6	Restaurants, RV Park, Arcade, Hotel, and Pool.
Horseshoe - Robinsonville	2,660	1,707	63,000	222,500	285,500	2,091	72	12	Live Entertainment, Restaurants, Health Club, and Blues Museum
Isle of Capri - Robinsonville	371	241	28,000	20,000	48,000	905	10	-	Restaurants, Gift Shop, Bars, and two theaters.
Isle of Capri - Lula	947	501	63,500	65,000	128,500	1,538	31	-	Movies, Concerts, and Dining.
Sam's Town - Tunica	1,252	1,160	74,210	21,790	96,000	1,545	55	8	Hotel, Gift Shop, and Restaurants
Sheraton - Robinsonville	906	657	32,800	121,000	153,800	1,357	40	-	Restaurants, Ballroom, & Spa
Region Totals	13,920	9,113	616,451	3,183,862	3,800,313	16,837	480	48	
<i>South River Region</i>	<i>Number of Employees</i>	<i>Work Permitted</i>	<i>Gaming Sq. Footage</i>	<i>Other Sq. Footage</i>	<i>Total Sq. Footage</i>	<i># Slot Games</i>	<i># Table Games</i>	<i># Poker Games</i>	<i>Activities in Addition to Gaming</i>
Amenstar - Vicksburg	940	598	42,500	186,545	229,045	1,343	34	-	Showroom & Restaurants
Harrah's - Vicksburg	498	375	20,909	-	20,909	683	15	-	Restaurants and Lodging.
Isle of Capri - Vicksburg	631	434	24,000	30,900	54,900	770	24	-	Live Entertainment, Restaurants, and Hotel.
Jubilee - Greenville	301	250	26,500	36,937	63,437	1,038	13	-	Two Hotels and a Deli
Isle of Capri - Natchez	367	267	15,783	18,478	34,261	708	13	-	Live Entertainment & Restaurants
Lighthouse - Greenville	320	252	22,000	-	22,000	836	12	-	Restaurants & Live Entertainment
Rainbow - Vicksburg	491	347	25,000	5,000	30,000	976	16	-	Restaurants, Gift Shop, and Hotel.
Region Totals	3,548	2,523	176,692	277,860	454,552	6,354	127	-	
STATE TOTALS	31,854	20,365	1,457,701	7,221,231	8,678,932	40,481	1,143	88	

Slot Win Percentages

MISSISSIPPI GAMING COMMISSION

Post Office Box 23577
Jackson, MS 38225-3577
(601) 351-2800

REGION ***COASTAL REGION***

YEAR ***2002***

MONTH ***07*** **Missing data may not be released and is not used
to calculate Overall for Region.**

	Units	Coin In	Win/Loss	Win/Unit	Win %
Five Cent	5,808	290,013,410	25,897,876	4,459	8.93%
Five Cent Progressive	235	18,022,855	1,820,318	7,746	10.10%
Ten Cent	317	22,335,118	1,899,536	5,992	8.50%
Twenty-Five Cent	5,346	269,840,740	21,274,669	3,980	7.88%
Twenty-Five Cent Progressive	170	21,103,610	1,997,611	11,751	9.47%
Fifty Cent	1,041	86,216,994	5,101,874	4,901	5.92%
Fifty Cent Progressive	22	4,307,661	508,567	23,117	11.81%
One Dollar	2,949	375,705,595	20,242,780	6,864	5.39%
One Dollar Progressive	124	24,593,048	3,114,761	25,119	12.67%
Two Dollar					
Two Dollar Progressive					
Five Dollar	484	123,925,415	5,838,688	12,063	4.71%
Five Dollar Progressive	38	11,502,240	638,373	16,799	5.55%
Ten Dollar	85	33,356,280	1,124,452	13,229	3.37%
Twenty-Five Dollar	74	34,969,475	1,466,160	19,813	4.19%
One Hundred Dollar	44	22,036,300	978,121	22,230	4.44%
Five Hundred Dollar					
Tokenization Machines	492	22,768,096	2,032,856	4,132	8.93%
Overall For Region	17,229	1,360,696,643	93,936,643	5,467	6.92%

Slot Win Percentages

MISSISSIPPI GAMING COMMISSION

Post Office Box 23577
Jackson, MS 38225-3577
(601) 351-2800

REGION

NORTHERN REGION North River

YEAR

2002

MONTH

07

**Missing data may not be released and is not
used to calculate Overall Figures.**

	Units	Coin In	Win/Loss	Win/Unit	Win %
Five Cent	3,680	220,082,416	21,279,611	5,783	9.67%
Five Cent Progressive	162	13,661,294	1,529,430	9,441	11.20%
Ten Cent	213	12,695,793	1,040,611	4,885	8.20%
Twenty-Five Cent	5,488	314,127,580	25,743,430	4,691	8.20%
Twenty-Five Cent Progressive	351	35,132,114	3,128,571	8,913	8.91%
Fifty Cent	1,297	104,986,543	7,708,728	5,944	7.34%
Fifty Cent Progressive	188	27,045,732	2,094,035	11,138	7.74%
One Dollar	3,967	407,851,319	21,985,625	5,542	5.39%
One Dollar Progressive	319	55,813,470	3,997,924	12,533	7.16%
Two Dollar	64	10,386,810	756,526	11,821	7.28%
Two Dollar Progressive					
Five Dollar	599	133,787,825	5,889,366	9,832	4.40%
Five Dollar Progressive	68	22,013,935	942,780	13,864	4.28%
Ten Dollar	74	19,499,220	955,129	12,907	4.90%
Twenty-Five Dollar	86	34,130,525	1,571,062	18,268	4.60%
One Hundred Dollar	42	17,961,100	507,623	12,086	2.83%
Five Hundred Dollar					
Tokenization Machines	218	11,275,423	1,000,109	4,588	8.87%
Overall For Region	16,816	1,440,451,098	100,130,560	5,954	6.95%
Overall For State	40,394	3,200,894,260	220,845,395	5,467	6.90%

Slot Win Percentages

MISSISSIPPI GAMING COMMISSION

Post Office Box 23577
Jackson, MS 38225-3577
(601) 351-2800

REGION

CENTRAL REGION South River

YEAR

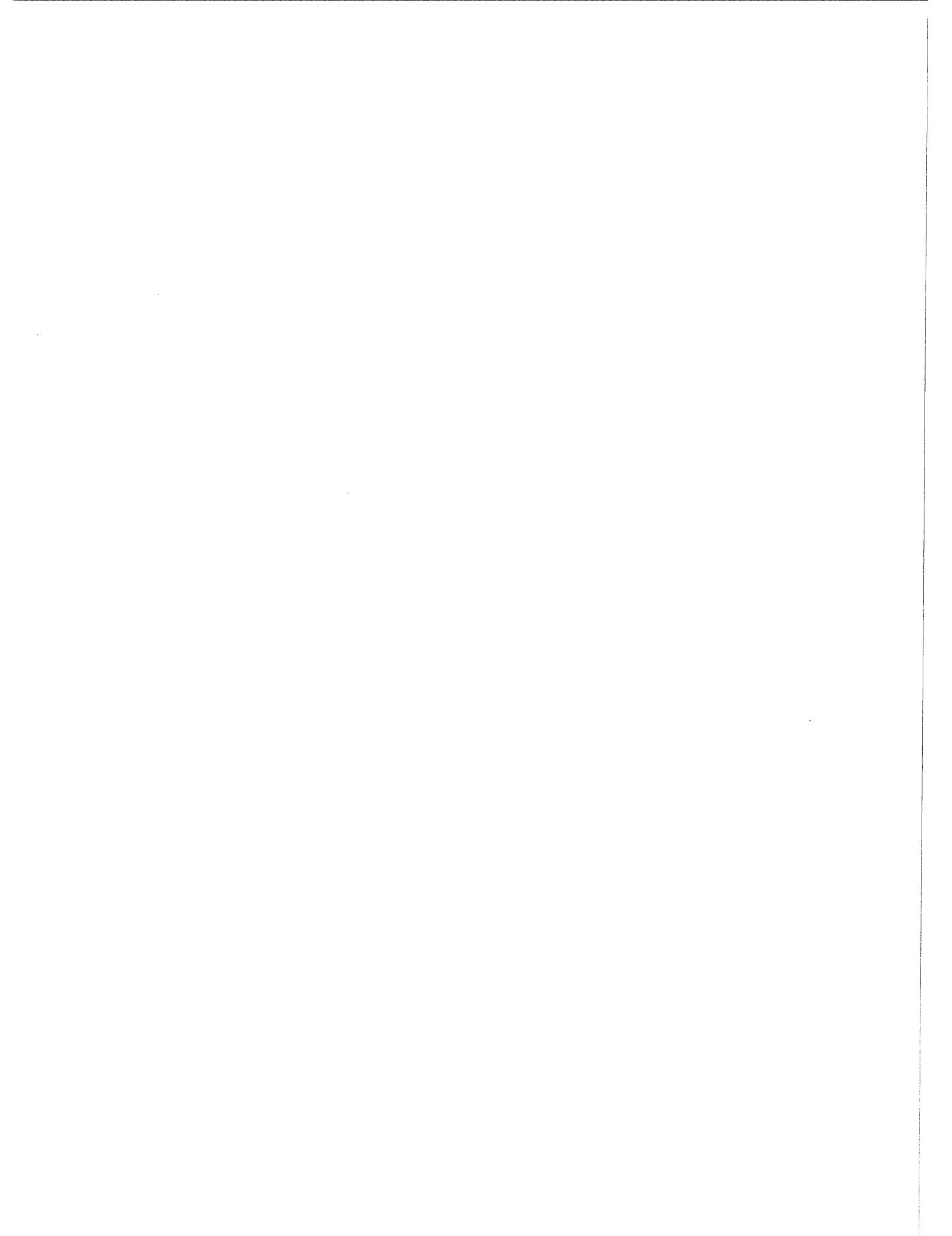
2002

MONTH

07

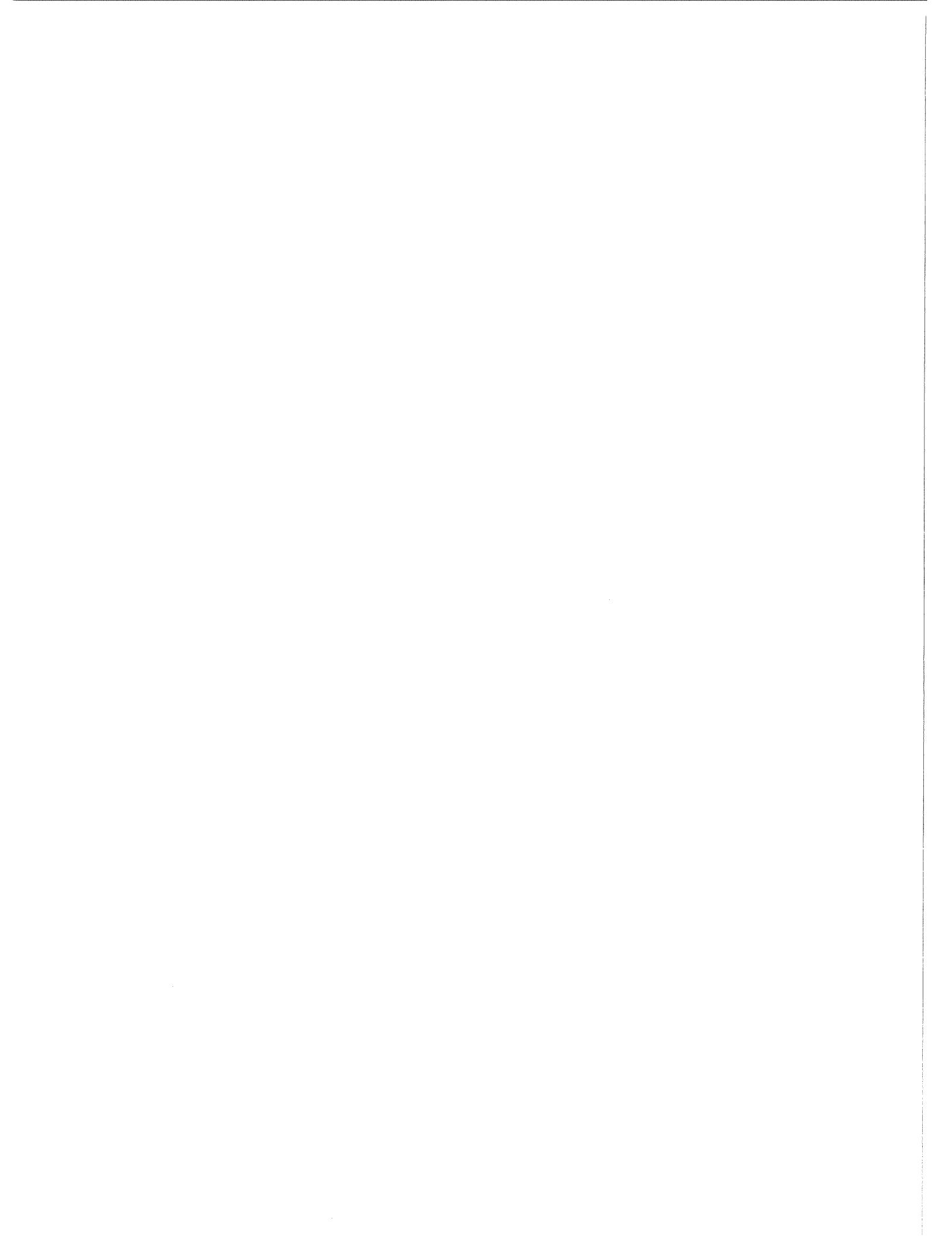
**Missing data may not be released and is not used
to calculate Overall for Region**

	Units	Coin In	Win/Loss	Win/Unit	Win %
Five Cent	2,752	133,956,728	10,941,686	3,976	8.17%
Five Cent Progressive	82	5,197,713	539,527	6,580	10.38%
Ten Cent	26	1,455,156	143,132	5,505	9.84%
Twenty-Five Cent	1,332	61,177,259	4,242,142	3,185	6.93%
Twenty-Five Cent Progressive	82	4,597,115	404,797	4,937	8.81%
Fifty Cent	154	9,668,336	749,544	4,867	7.75%
Fifty Cent Progressive	18	2,712,182	174,273	9,682	6.43%
One Dollar	1,227	124,216,544	5,621,426	4,581	4.53%
One Dollar Progressive	63	4,431,047	465,670	7,392	10.51%
Two Dollar	29	3,546,500	120,223	4,146	3.39%
Two Dollar Progressive					
Five Dollar	155	23,216,795	1,221,730	7,882	5.26%
Five Dollar Progressive	5	773,545	56,080	11,216	7.25%
Ten Dollar	19	3,110,510	220,889	11,626	7.10%
Twenty-Five Dollar	14	3,994,000	212,540	15,181	5.32%
One Hundred Dollar	5	1,027,300	116,905	23,381	11.38%
Five Hundred Dollar					
Tokenization Machines	386	16,665,599	1,547,630	4,009	9.29%
Overall For Region	6,349	399,746,327	26,778,192	4,218	6.70%



APPENDIX I

Market study from Jim Klas, KlasRobinson QED; Comments from Professors Colgan and Rubin



Jim Klas has nearly twenty years of operational and consulting experience in the hospitality industry. Prior to co-founding KlasRobinson Q.E.D., Mr. Klas was the Senior Vice President in charge of the Hospitality Group at GVA Marquette Advisors. Mr. Klas has provided development consulting to numerous hotel, resort, casino and convention center projects throughout the United States, as well as the provinces of Ontario, Quebec and British Columbia in Canada, the Island of Bermuda and the Country of Costa Rica. Under his leadership and personal direction, feasibility studies, business plans and other expert counseling have been used to successfully attract over \$2 billion in financing and investment from bank financing, capital leases, private placements, registered securities and IPO's.

Mr. Klas also has considerable experience in assessing the economic impact of entire industries or individual projects. He has authored studies, commissioned by the Minnesota Indian Gaming Association and by Sodak Gaming Supplies, Inc., of the economic benefits of Indian gaming in Minnesota, as well as studies of the economic benefits of Indian gaming in the states of Oregon and Kansas for the gaming tribes in those states. He has also performed economic and social impact studies for the Minnesota Restaurant Association, the Minneapolis Convention Center, the University of St. Thomas and for individual casinos and hotel projects in both the United States and Canada.

Mr. Klas is a frequent speaker at annual conventions of the National Indian Gaming Association, the NYU International Hospitality Industry Investment Conference, IGBE and the World Gaming Congress. He has been quoted in International Gaming & Wagering Business, Casino Executive, The New York Times and several other local and regional newspapers and periodicals. He provided expert commentary in a National Public Television documentary on Indian gaming. He has also authored several articles for the Grogan Report, Minnesota Real Estate Journal, Casino Magazine, and Indian Gaming Magazine.

In addition to his past leadership at GVA Marquette Advisors, Mr. Klas was Vice President and co-founder of the consulting firm MHA Research and spent four years as a hospitality consultant with Laventhal & Horwath, formerly a major U.S. public accounting firm. He has a Master's degree from the Cornell University School of Hotel Administration and a Bachelor's degree in Economics from the University of Minnesota. He is a past president of the Minnesota Association of Hospitality Accountants and current member of the Hospitality Education Committee of the Minnesota Hotel, Restaurant and Resort Associations. Mr. Klas also teaches Hospitality and Tourism Development and Marketing at Metropolitan State University in Minneapolis.



PROPOSED MAINE RESORT CASINO: ECONOMIC IMPACT

QED Consulting Group, Inc., a subsidiary of Klas Robinson Hospitality Consulting

Presentation to:

The Maine Gaming Study Task Force

September 30, 2002

MARKET OPPORTUNITY

Over the past 12 years, casino gaming has expanded
from roughly 200 casinos in two states to over 600
casinos in 26 states

MARKET OPPORTUNITY

New England, with only two casinos, remains a tremendous market opportunity. For this reason Foxwoods and Mohegan Sun are the two largest and most successful casinos in the world.

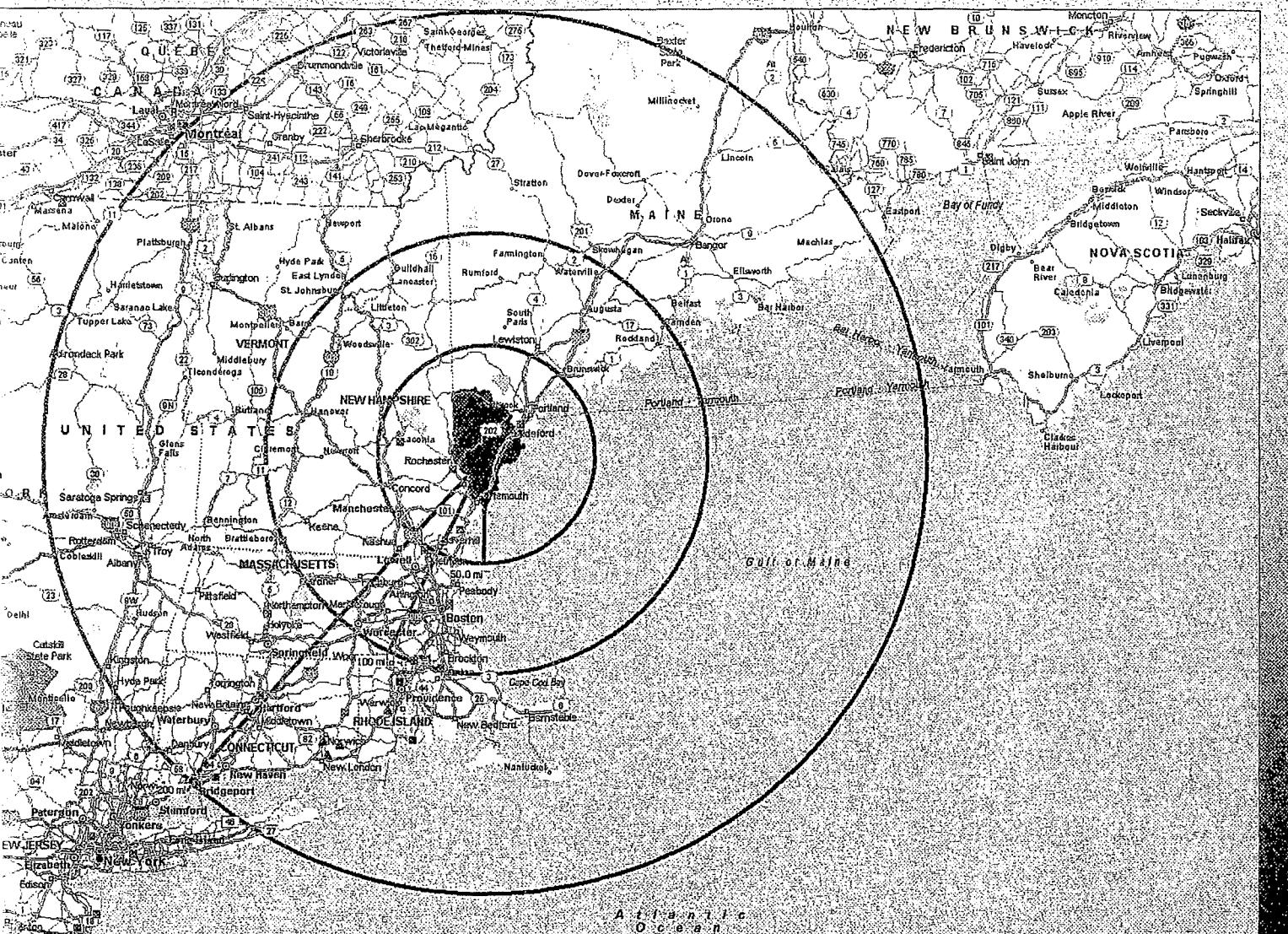
MARKET OPPORTUNITY

U.S. Population by Age and Distance

<u>Age</u>	<u>50 miles</u>	<u>100 miles</u>	<u>200 miles</u>
Under 25	435,031	2,222,039	5,025,171
25-39	280,150	1,451,899	3,157,881
40-54	302,244	1,550,115	3,156,925
55 & Older	279,002	1,302,778	3,481,010

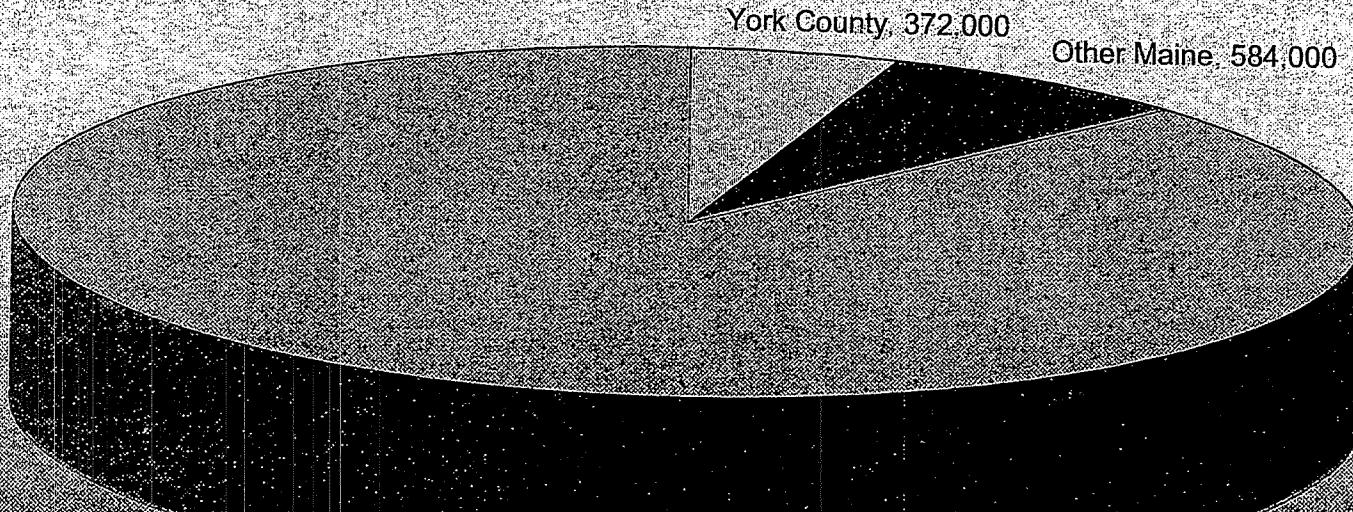
MARKET OPPORTUNITY

Less than 10 percent of the population within
200 miles lives in Maine



obinson QED
SITALITY CONSULTING

Proposed Maine Casino Annual Visits By Origin



Klas Robinson^{QED}
HOSPITALITY CONSULTING

M A R K E T O P P O R T U N I T Y

The first facilities into any market have a built-in advantage in establishing a market position and creating customer loyalty.



POTENTIAL FACILITY

- 200,000 Square-Foot Casino
- 375-Room Resort Hotel
- 2,000-Seat Show Theater
- 100,000 Square-Foot Convention Center
- 20,000 Square-Foot Spa
- 10 Restaurants and Nightclubs
- Golf, Tennis, Cinema, Bowling, Resort Retail

COMPARISON TO CONNECTICUT

FOXWOODS MOHEGAN SUN MAINE CASINO RESORT

POPULATION/GAMING POSITION:

LOCAL MARKET	285	285	255
REGIONAL MARKET	670	670	485
SLOT MACHINES	6,762	6,201	4,000
TABLE GAMES	370	350	180
HOTEL ROOMS	1,916	1,200	875
EMPLOYEES	12,934	9,000	4,740
EMPLOYEES PER GAMING DEVICE	1.8	1.4	1.1
AVERAGE DAILY VISITS	41,000	30,000	20,800
AVERAGE WIN PER SLOT MACHINE PER DAY	\$103	\$132	\$287

PROJECTED REVENUE

	<u>Projected Revenue</u>				
	<u>Year One</u>	<u>Year Two</u>	<u>Year Three</u>	<u>Year Four</u>	<u>Year Five</u>
GAMING	\$495,600	\$548,200	\$575,610	\$592,900	\$610,700
HOTEL	26,960	30,190	31,100	32,000	33,000
F & B	44,990	49,760	52,250	53,800	55,400
OTHER	23,600	25,430	26,580	27,400	28,200
TOTAL	\$566,050	\$613,740	\$665,140	\$696,100	\$727,300

PROJECTED GAMING TAX REVENUE

Year 1	\$ 95,900,000
Year 2	106,300,000
Year 3	112,200,000
Year 4	115,600,000
Year 5	119,100,000
Total First Five Years	\$550,600,000

TOTAL REVENUE TO STATE GOVERNMENT: \$129.7 MILLION

Equivalent to:

- 3.4 percent of General Fund Revenue (year 2000)
- Salaries for 3,500 teachers (21 percent of state total)
- \$1500 per state fund dollar
- 10 percent of state revenue dedicated to education
- 10 percent of state employees (25 percent of state total)

CONSTRUCTION IMPACT

- \$650 million project cost (24-month construction period)
- First year construction: \$23.0 million payroll and 2,075 FTE jobs
- Second year construction: \$194.2 million payroll and 2,565 FTE jobs
- Post-opening/Fairmont: \$9.8 million payroll and 470 FTE jobs

EMPLOYMENT IMPACT

Estimated Direct Employment & Earnings

CATEGORY	JOBs	WAGES	TIPS	EARNINGS	EARNINGS PER JOB
GAMING	2,210	\$59,100,000	\$16,300,000	\$75,400,000	\$ 34,100
HOTEL	255	6,600,000	1,800,000	8,400,000	32,900
FOOD & BEVERAGE	1,165	23,400,000	6,400,000	29,800,000	25,600
OTHER DEPT	250	6,600,000	-	6,600,000	26,400
ADMIN	257	7,800,000	-	7,800,000	30,400
MARKETING	173	7,100,000	-	7,100,000	41,000
MAINTENANCE	248	7,600,000	-	7,600,000	30,600
SECURITY	182	6,200,000	-	6,200,000	34,100
TOTAL	4,740	\$124,400,000	\$24,500,000	\$148,900,000	\$ 31,400

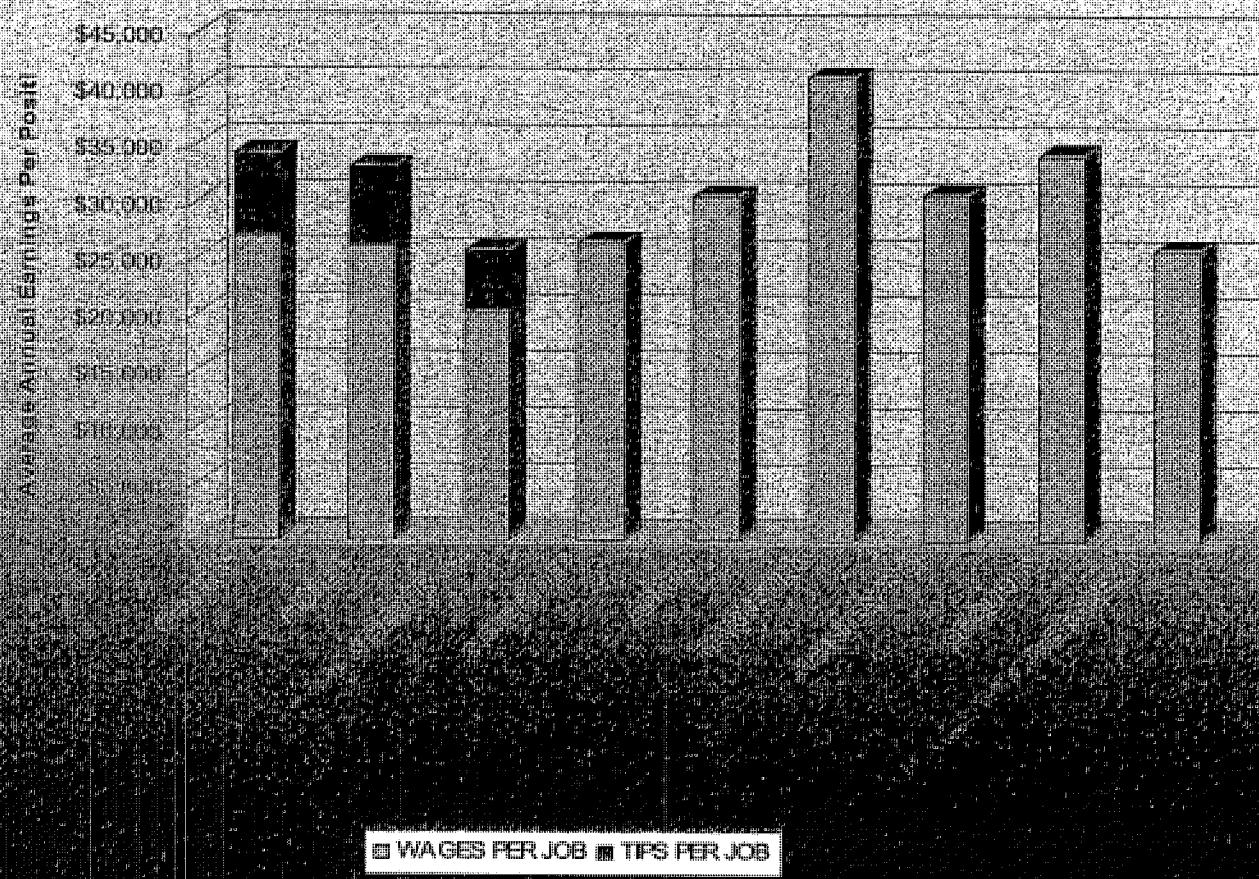
Source: KlasRobinson Q.E.D.

EMPLOYMENT IMPACT

AN ADDITIONAL \$6,000 PER JOB IN BENEFITS
SUCH AS HEALTH INSURANCE AND EMPLOYEE
MEALS



Proposed Maine Casino Average Earnings By Position



INDIRECT & INDUCED IMPACT

Estimated Incremental Direct, Indirect and Induced Employment Impact

	<u>York County</u>	<u>Maine Total</u>
Indirect Impact	1,770	1,900
Induced Impact	2,490	3,220
Total Indirect & Induced	4,250	5,130
Direct Impact	4,740	4,740
Total Impact	9,990	9,870

INDIRECT & INDUCED IMPACT

Estimated Incremental Direct, Indirect and Induced Earnings Impact

	<u>York County</u>	<u>Maine Total</u>
Indirect Impact	\$42,600,000	\$50,100,000
Induced Impact	\$61,000,000	\$84,800,000
Total Indirect & Induced	\$103,600,000	\$134,900,000
Direct Impact	\$148,900,000	\$148,900,000

PURCHASES FROM MAINE SUPPLIERS

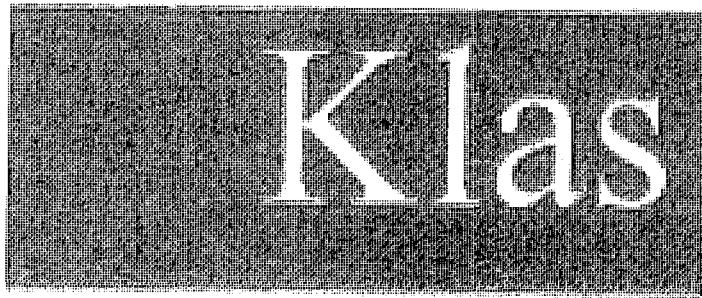
Direct Expenditures for Goods & Services

CATEGORY	IN-STATE	OUT-STATE	TOTAL
ADVERTISING & PROMOTION	\$ 6,567,000	\$ 20,469,000	\$ 26,976,000
FOOD & BEVERAGE	15,899,000	1,223,000	16,832,000
GAMING SUPPLIES		15,729,000	15,729,000
NON-GAMING SUPPLIES	12,795,000	764,000	13,579,000
CONTRACT LABOR & SERVICES	7,932,000	3,307,000	11,239,000
UTILITIES	8,455,000		8,455,000
GENERAL INSURANCE	11,439,000		11,439,000
TRANSPORTATION & LOGISTICS	2,319,000	1,240,000	3,559,000
DEALER EXPENSES	1,053,000		1,053,000
WAGES & SALARIES	10,300,000	1,000,000	11,300,000
TRAVEL EXPENSES	1,000,000		1,000,000
NET PURCHASES	10,300,000	1,000,000	11,300,000

Klas Robinson ^{QED}
HOSPITALITY CONSULTING

IMPACT SUMMARY

- 9,870 jobs statewide
- \$31,400 earnings/job at facility
- \$112.0 revenue sharing payment to the state
- \$17.7 million in other state tax revenue
- \$80.3 million purchased from Maine vendors annually
- 75 percent of visitors add 90 percent of spending revenue to their stay



Robinson[®]
HOSPITALITY CONSULTING

WORKS WITH HOTELS, MOTELS, BUSINESS INNS & BED & BREAKFASTS

BENEFITS vs COSTS

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Presentation to:

The Maine Gaming Study Task Force

September 30, 2002

BENEFITS vs COSTS

CRIME:

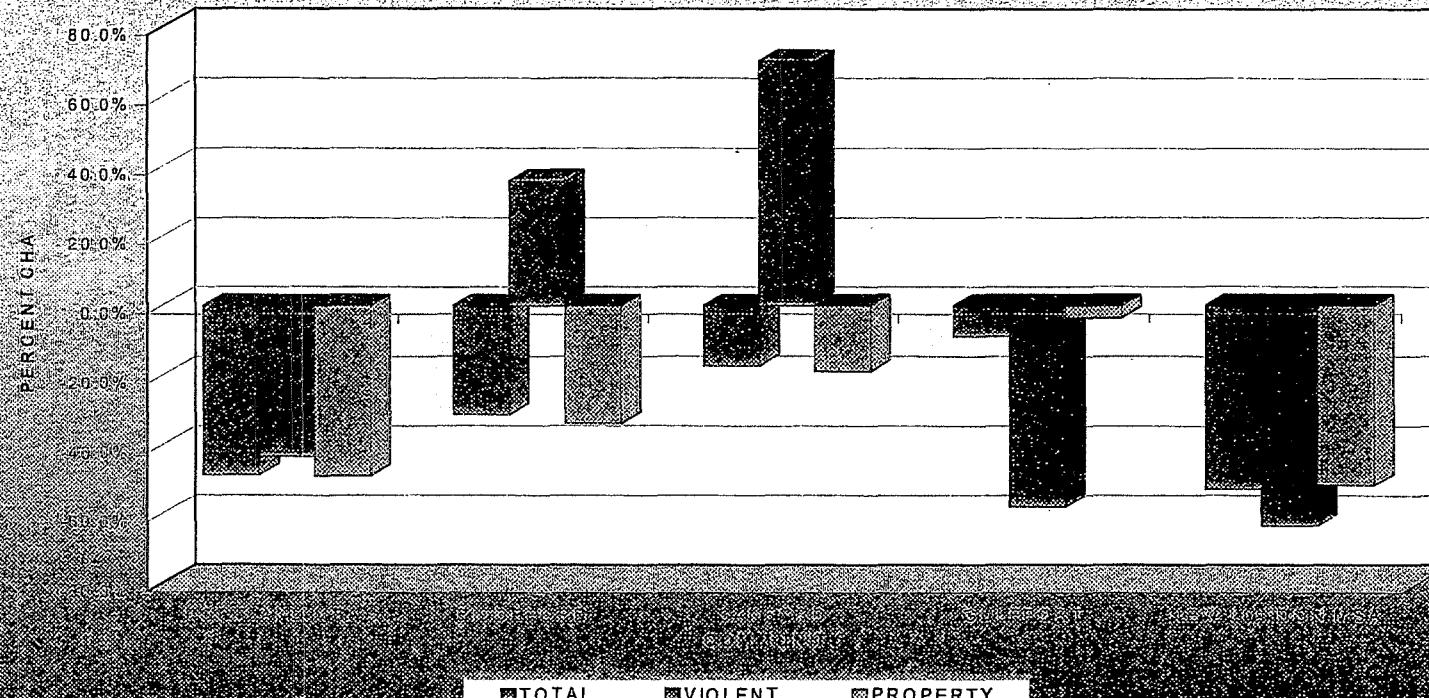
YEAR 2000 CRIME RATE



BENEFITS vs COSTS

CRIME:

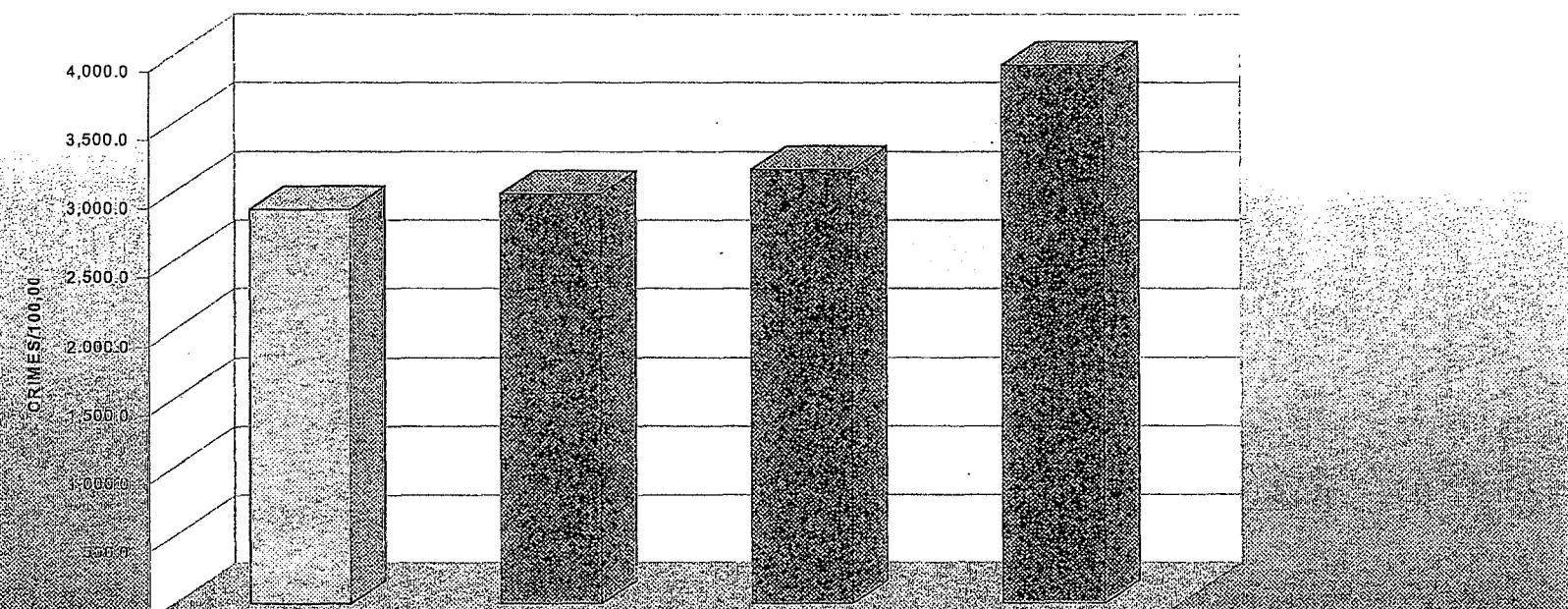
PERCENT CHANGE IN CRIME RATES 1990-2000



BENEFITS vs COSTS

CRIME:

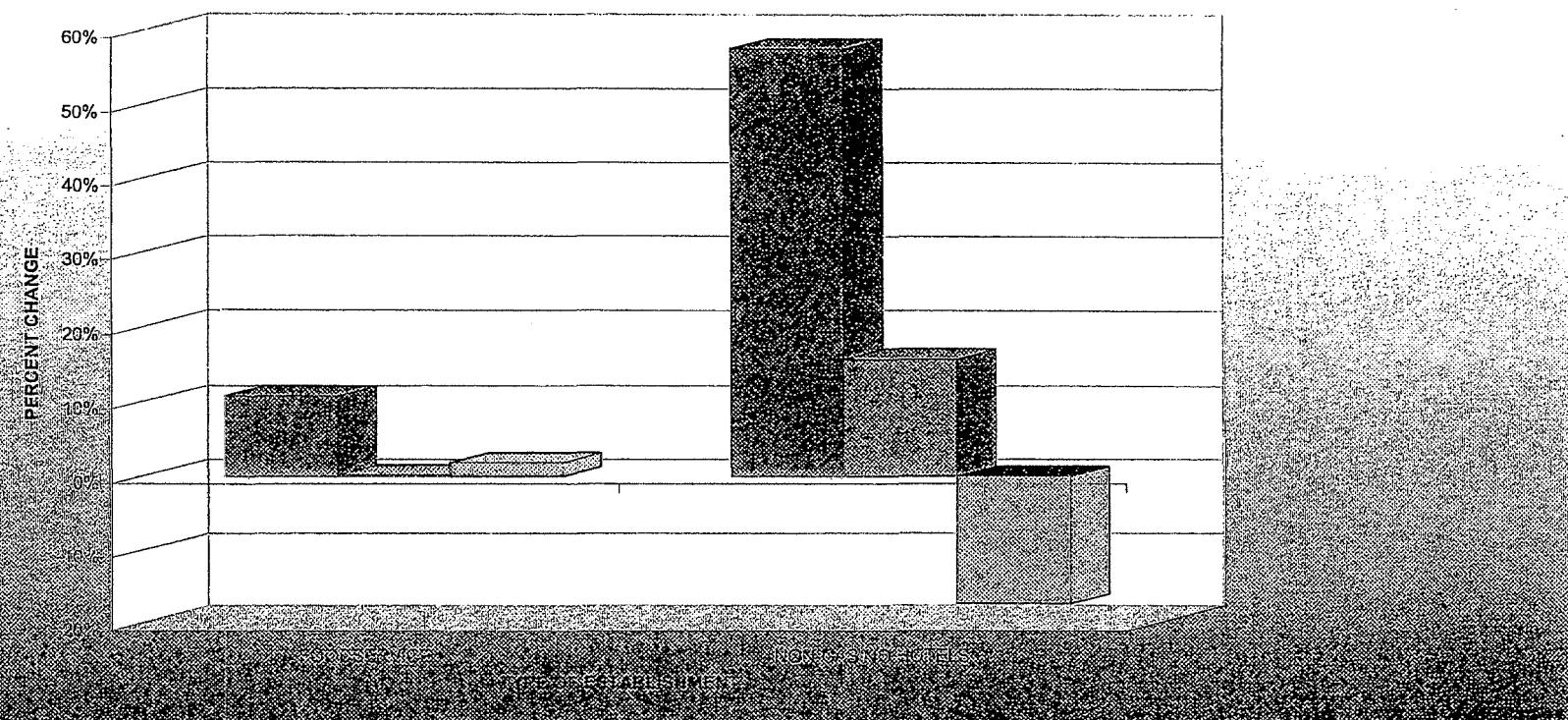
CRIMES PER 100,000 RESIDENTS YEAR 2000



BENEFITS vs COSTS

OTHER BUSINESSES

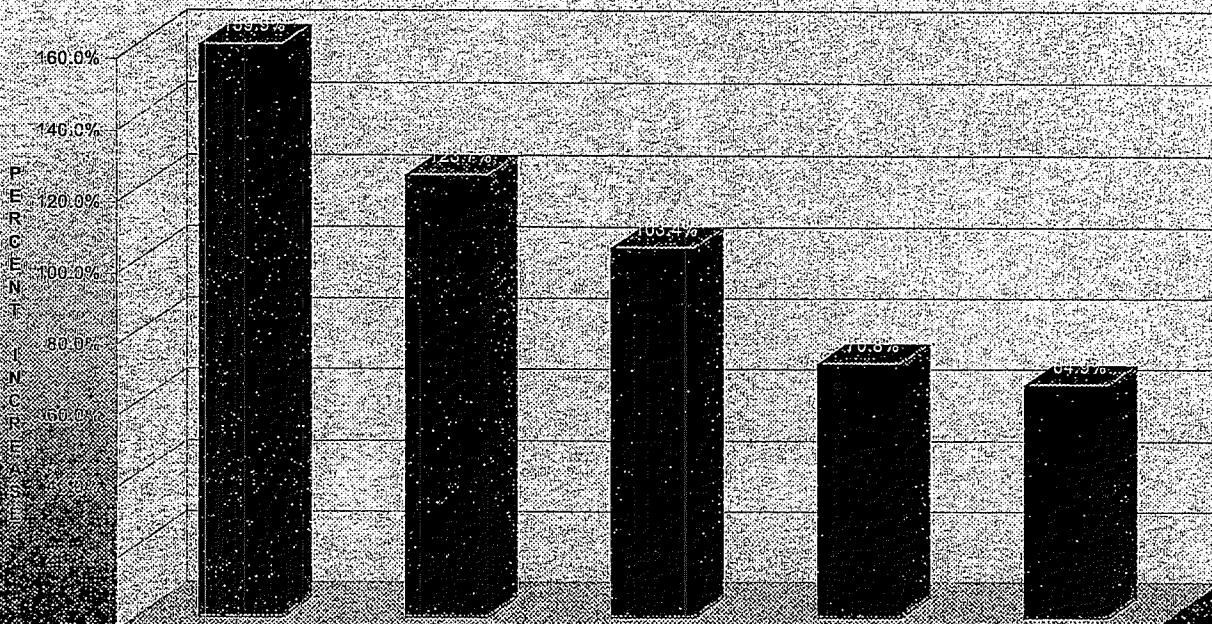
PERCENT CHANGE IN THE NUMBER OF ESTABLISHMENTS 1990-2000



BENEFITS vs COSTS

BANKRUPTCY

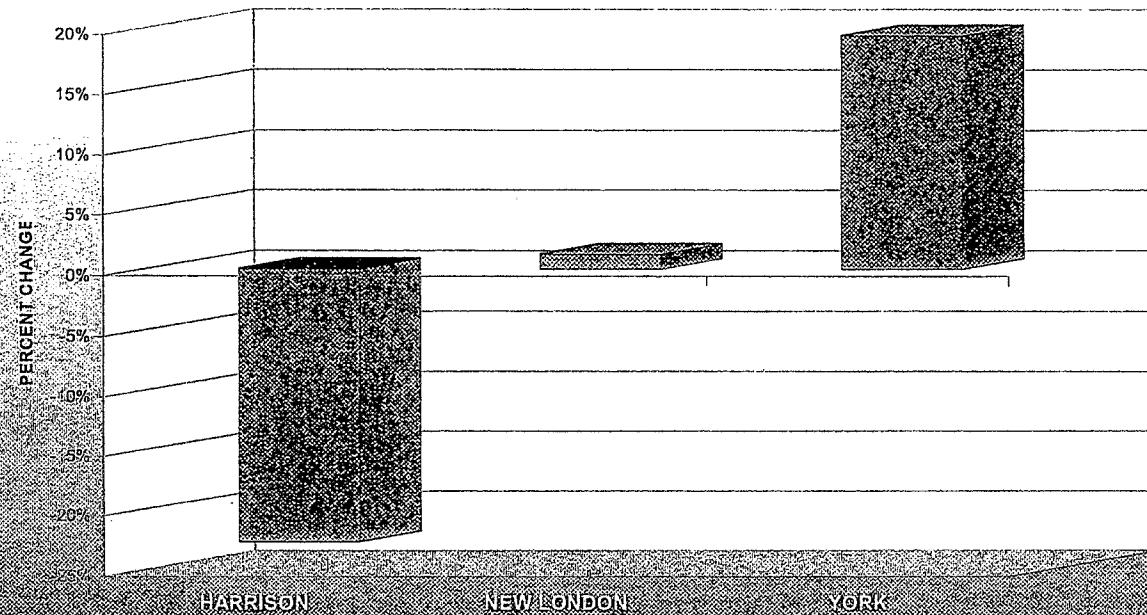
INCREASE IN PERSONAL BANKRUPTCY FILINGS 1990-2000



BENEFITS vs COSTS

POVERTY

PERCENT CHANGE IN PROPORTION OF POPULATION BELOW POVERTY LINE 1990-2000



Klas

Robinson^{QED}
HOSPITALITY CONSULTING

BENEFITS vs COSTS

COSTS TO ADDRESS:

TRAFFIC/ROADS

EMERGENCY SERVICES

PATHOLOGICAL GAMBLING

ANNUAL FUNDING REQUIRED:

PROBLEM GAMBLING MITIGATION

\$0.5 TO \$2.0 MILLION

OTHER IMPACTS:

\$2.0 TO \$4.0 MILLION

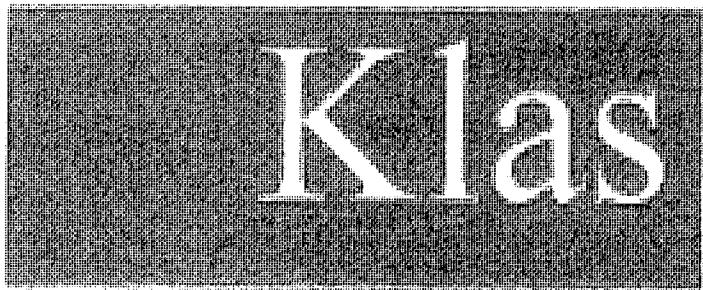
KIIS Robin Hood

HOSPITALITY CONSULTING

கோட்டை விவசாயம்

கோட்டை என்ற பெயர் குறிப்பிட்டு விவசாயத்தின் மூலம் இருந்து வருமானம் பெறப்பட்டிருக்கிறது. கோட்டை விவசாயம் என்ற பெயர் கோட்டை விவசாயத்தின் மூலம் பெறப்பட்டிருக்கிறது.

BENEFITS VS COSTS



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QUESTIONS

Quesada & Associates Consulting Services, Inc.

Presentation to:

The Maine Gaming Study Task Force

September 30, 2002

Jonathan Rubin is an Associate Professor in the Margaret Chase Smith Center for Public Policy and the Department of Resource Economics & Policy at the University of Maine. He received his doctorate in Agricultural Economics from the University of California, Davis, in 1993. He also holds a Master's degree in Economics from the University of Washington.

Rubin has published numerous articles in national and regional economic journals including co-author on "Measuring Maine's Marine Economy" published in the Maine Policy Review (Fall, 1999). Recently he was the lead PI on a project sponsored by Commission to Study Equity in the Distribution of Gas Tax Revenues Attributable to Snowmobiles, All Terrain Vehicles and Watercraft, Maine State Legislature (Co-Chairs Senator Marge Kilkelly and Representative Joseph Clark) to determine gas taxes used by non-road vehicles in Maine.

Charles S. Colgan is Professor of Public Policy and Management in the Edmund S. Muskie School of Public Service at the University of Southern Maine. He is Chair of the Muskie School's Graduate Program in Community Planning and Development^o and is Associate Director of the USM Center for Business and Economic Research.^o His regular economic analysis activities include being the Maine Model Manager for the New England Economic Project and Chair of the State of Maine Consensus Economic Forecasting Commission. His long term economic forecasts are used by the Maine Department of Transportation and the Economic Development Districts of Maine.

Prior to joining the University of Southern Maine, he served with the Maine State Planning Office in the administrations of Governors James Longley, Joseph Brennan, and John McKernan. His state government positions included State Economist, Director of Natural Resource and Economic Policy, and Special Assistant to the Governor for International Trade Policy. He also served as Director of Research for the Finance Authority of Maine.

He received his B.A. from Colby College in 1971, did graduate studies in international relations at the University of Pennsylvania, and received his Ph.D. in economic history from the University of Maine in 1992.

An Analysis of the Economic Impacts of the Proposed Casino in York County

September 30, 2002

Dr. Charles S. Colgan
Associate Director
Center for Business and Economic Research
and
Professor of Public Policy and Management
Edmund S. Muskie School of Public Service

University of Southern Maine

As a cross-check on the economic impacts estimated for the proposed casino by KlasRobinson Q.E.D., an estimate of the economic impacts was made using the econometric models of Maine maintained by the Center for Business and Economic Research at the University of Southern Maine. These models are developed by Regional Economic Models Inc. (REMI) of Amherst, Mass and adjusted for specific Maine factors by Dr. Charles Colgan. Like the IMPLAN model used by KlasRobinson Q.E.D., the REMI model is a widely-used model for the estimation of economic impacts.

Different model approaches will inevitably produce different results. The REMI analysis should be seen as an alternate perspective on the potential economic impacts; neither model necessarily produces a "correct" result.

The major differences between the REMI analysis and the IMPLAN analysis can be summarized as follows:

- Total employment effects for Maine using the REMI model are estimated at 7,740. This should be seen as a probable lower bound of effects, with the IMPLAN analysis result of 8,470 showing a probable upper bound.
- The REMI analysis permits the impacts of the casino to be estimated based on nine regions within the Maine economy. The following table shows the break down by region:

	Estimated employment impacts	% of State impacts
York	6,673	86.2%
Cumberland	462	6.0%
Kennebec-Somerset	153	2.0%
Androscoggin-Franklin-Oxford	134	1.7%
Penobscot-Piscataquis	100	1.3%
Hancock-Washington	63	0.8%
Lincoln-Sagadahoc	55	0.7%
Waldo-Knox	50	0.6%
Aroostook	49	0.6%

Two important notes should be made with respect to this regional distribution. First, some portion of the York county employment impacts will actually occur in New Hampshire. This is because the casino will almost certainly draw part of its workforce from New Hampshire, particularly if it is located in southern York County. (One quarter of employees at the Connecticut casinos live outside Connecticut, primarily in Rhode Island.) The spending of these employees will be primarily in N.H., so not all of the indirect effects predicted by either REMI or IMPLAN will occur in Maine.

The other note is that this estimate of regional impacts omits any investments that the Tribes might make in their home regions with earnings from their casino investment.

- A separate analysis of the construction period was done. Using estimates of a two year construction period and 2,075 construction employees in Year 1 and 2,605 employees in the second year supplied by KlasRobinson Q.E.D., we estimate a total employment effect in Year 1 of 3,290 and 4,290 in year 2.

It should be noted that with construction period employment impacts, there are relatively few *new* jobs created in the indirect and induced categories because of the temporary nature of construction work. Rather, it is appropriate to think of the indirect and induced jobs estimated during the construction period as being existing jobs that are supported by the construction activity at the casino. On the other hand, because the casino jobs are permanent, a high proportion of the economic impact jobs will also be permanent (it is not possible to precisely estimate what proportion).

- The location of a casino in York County, a region which has had and is expected to continue having a low unemployment rate, will induce some population growth in the region in order to supply the labor force. The REMI model estimates a gain of 7,000 to 10,000 people over a decade.

However, this is an overestimate of population growth. The REMI model does not estimate the move/commute decision well. It basically assumes that people will move in response to higher wages, when in fact some people will move and some will commute longer distances. In Maine, people are more likely to commute than move. Therefore, population growth in York County in the decade following the casino opening is probably less than half the amount projected by the REMI model. The baseline forecast for growth over 2000-2020 is projected to be about 30,000 (about 17%). The casino would increase population growth over this 20-year period to about 19%.

- The REMI model estimates tax revenues to the state from the income and spending generated by both direct and economic impact employment. Total state taxes from these sources are estimated at \$18,000,000 a year (in 2007 dollars). This is in addition to whatever the casino pays to the state.
- A key element in the dynamic response to the casino will be the effects on wages in York County. The higher demand for labor by the casino will bid up wages throughout the region. For employees, even in non-casino related or affected jobs, this will mean a rise in incomes. For employers, however, it will mean a rise in labor costs. This rise in labor costs particularly affects firms who trade their goods or services outside of Maine. Their higher labor costs will reduce their competitive position in the markets they serve.

This effect is more easily seen with the REMI analysis than with the IMPLAN analysis. An important difference between the REMI and IMPLAN models is that the REMI model is a dynamic model, while IMPLAN relies on comparing two static conditions of the economy (“with” and “without”). In the IMPLAN model, an event is entered into a mathematical representation of a regional economy. Based on the relationships among producers, consumers, government, and labor in that regional model, the changes resulting from that event are estimated, and that is essentially the end of the story.

But in the real world, a new project like a casino alters the relationships in the economy. The real economy responds in a dynamic way, rather than just a simple comparison of “without” and “with”. The REMI model captures this affect by comparing a baseline forecast of changes in the economy with a new forecast of the economy with the casino. Each forecast captures the dynamic effects within the economy each year.

The result is that the multiplier effect does not stay the same, but diminishes over time. In the current analysis, the multiplier jobs statewide are reduced over a 10-15 years by about 1,100 so that the total direct, indirect, and induced jobs in 2020 are about 6,600. The actual reduction will be somewhat less than this because of REMI’s treatment of the Kittery Naval Shipyard, which is estimated as if it were a private ship-building firm. As a federal government facility, it does not respond in the same way as private firms.

It is important to note that the difference between the initial and later multiplier effects does not necessarily mean that anyone is “losing their job”. Rather the difference is one in the growth rate of the Maine economy with and without the casino. The baseline forecast for Maine total employment growth over the period from 2007 (when the casino is assumed to open) and 2020 is 67,000 jobs. The reduction in the multiplier rate would primarily come from this projected growth in new jobs.

However, it should also be noted that the upward pressure on labor costs may most seriously affect the manufacturing industries in York County. These industries almost all trade in markets outside of York County (and outside of Maine) and are generally already operating under high cost conditions. Effects on the cost structures of firms in these industries are likely to be the most serious negative effect on the Maine economy of the proposed casino. The net effect on manufacturing employment in York County is to keep manufacturing employment at approximately current levels over the next 20 years.

Chief Barry Dana
The Penobscot Nation
Indian Island, Maine 04468

Governor Robert Newell
Indian Township Passamaquoddy Reservation
Princeton, Maine 04667

Governor Melvin Francis
Pleasant Point Passamaquoddy Reservation
P.O. Box 343
Perry, Maine 04667

September 27, 2002

Dear Gentlemen:

Pursuant to your request, we have reviewed the economic study for the proposed casino in York County, Maine prepared by KlasRobinson Q.E.D. Specifically we have examined the IMPLAN analysis performed in determining the indirect and induced economic impacts of the proposed casino. In addition, we compare the size of the proposed casino to other firms in Maine. We do not comment on the overall desirability of the proposed casino project for the State of Maine, nor do we comment on non-economic effects of the proposed casino project.

An economic impact study, such as the one conducted by KlasRobinson Q.E.D., involves determining the direct, indirect and induced effects caused by a change in the economy. The change dealt with in the KlasRobinson Q.E.D. report is the construction and operation of a casino in York County, Maine. The direct effects from operating the casino are the number of workers the casino will employ (employment effect), the amount of revenue that the casino will bring in (output effect), and the wages that the casino will pay its workers (earnings effect). The indirect and induced effects are the additional workers, output and wages (outside the casino) that are supported by the expenditures made by the casino, casino workers and other businesses and workers impacted by the casino.

The direct effects of the proposed casino are based on assumptions about the size of the casino, the number of workers that it will employ and the amount of money it will generate. An input-output model, such as IMPLAN or REMI, is used to generate estimates of the indirect and induced effects. Therefore, the accuracy of the assumptions made about the casino, as well as the reliability of estimates from the model of the indirect and induced effects, determines the accuracy of the total estimated effects. Since we did not verify the assumptions made regarding the operation of the casino, we cannot comment on the accuracy of the estimated total effects of the casino presented in the KlasRobinson Q.E.D. study. However, if we treat the assumptions about the size of

the casino as a given, we can comment on whether or not the indirect and induced effects appear to be reasonable when compared to the assumed size of the casino.

Our assessment of the indirect and induced effects generated by the IMPLAN model is subject to two caveats. First, the IMPLAN models for York County and the Maine economy do not include a casino sector. Hence, the indirect and induced effects, as calculated by KlasRobinson Q.E.D., are based on the profile of a sector included in the IMPLAN model that may be quite different from a casino. We, therefore, conducted independent IMPLAN analyses of the indirect and induced effects, using alternative methods of allocating direct revenues and employment effects. From this analysis, we found that the indirect and induced effects are not substantially different from those presented in the KlasRobinson Q.E.D. report. Second, the introduction of a business the magnitude of the proposed casino may result in structural changes to the York County economy. For instance, the hiring of several thousand workers may affect the local labor market and increase the local wage rate. IMPLAN results are based on the premise that structural changes do not occur (i.e., input and output prices do not change) as a result of the proposed casino. With these two caveats in mind, we find that the indirect and induced effects presented in the KlasRobinson Q.E.D. report are reasonable relative to the assumed size of the casino.

Our second task is to compare the size of the proposed casino to other firms in Maine. Based upon the assumption that the casino will annually generate \$685.5 million in direct output and would employ 4,740 workers, the proposed casino would be the 6th largest private sector employer in the State when comparing the total employment of businesses operating in Maine (see attached table). This ranking includes single-establishment businesses, as well as multi-establishment firms that employ workers at more than one location in the state.

Sincerely,

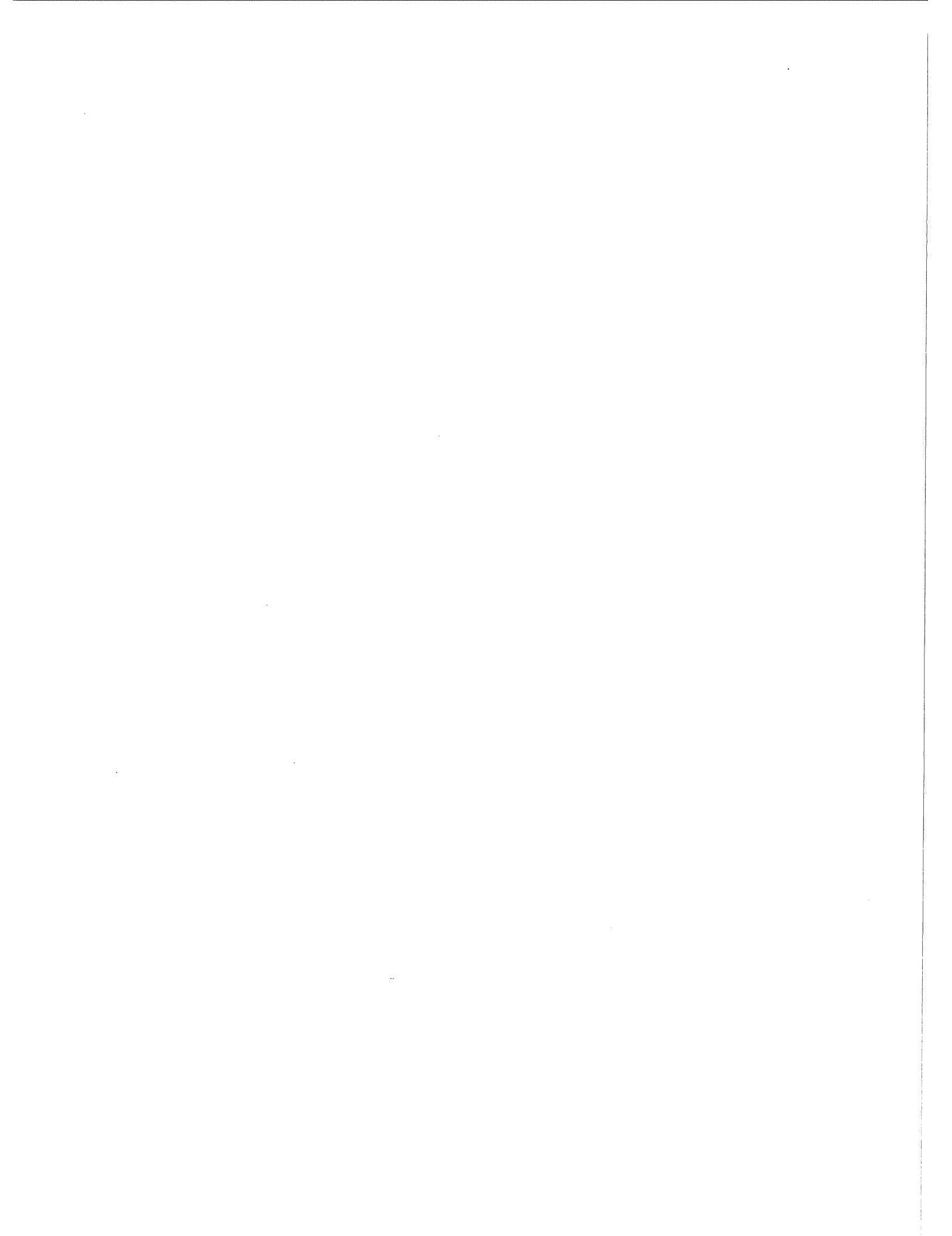


Dr. Jonathan Rubin
Associate Professor
Margaret Chase Smith Center for Public Policy
Department of Resource Economics and Policy

Table 1: Forty Largest Employers* in Maine

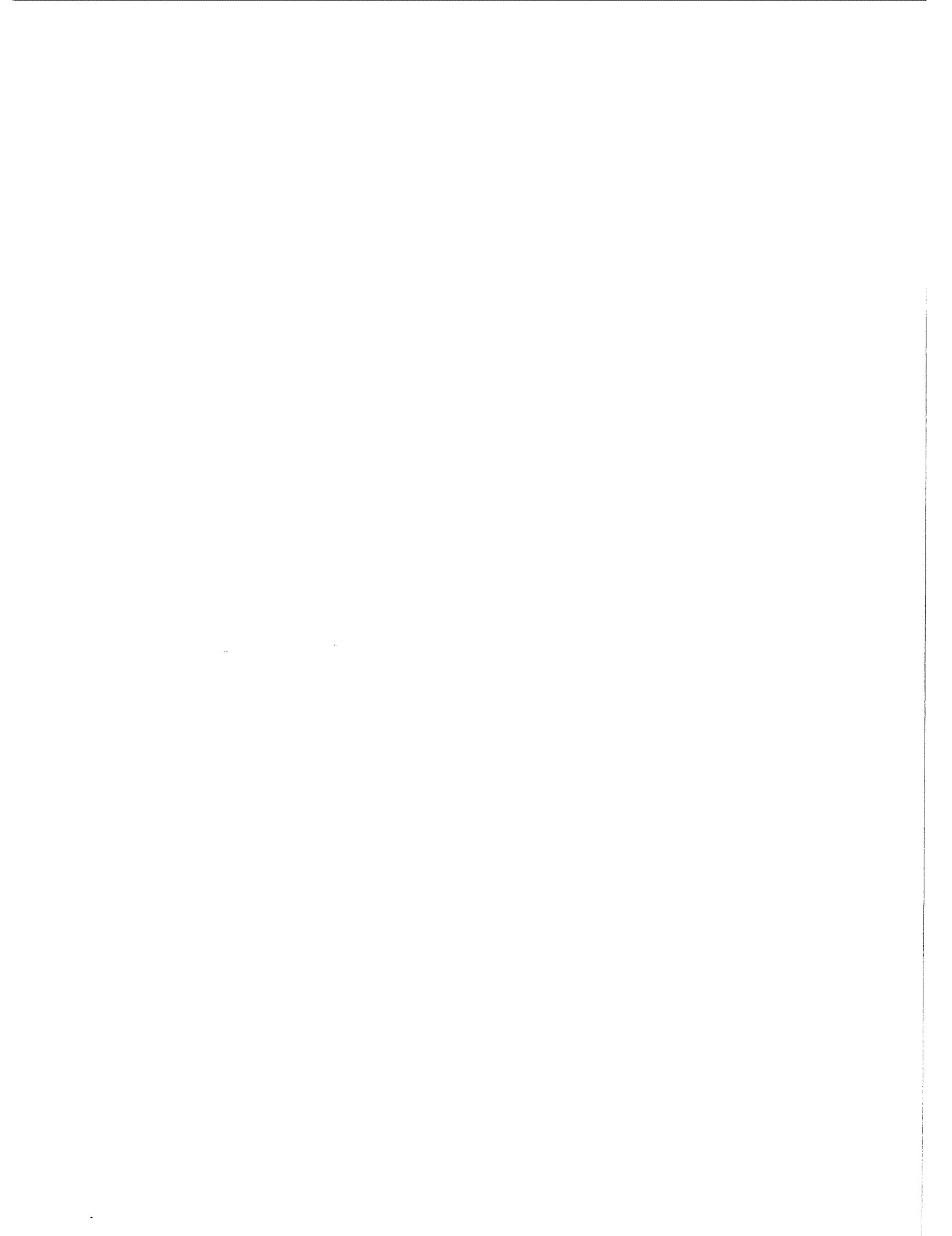
Rank	Employer	Location	Number of workers
1	Hannaford Bros Co.	Several	7,400-7,600
2	Bath Iron Works Corp.	Bath	6,600-6,800
3	L L Bean, Inc.	Freeport	5,800-6,000
4	Wal Mart Associates, Inc.	Several	5,000-5,200
5	Maine Medical Center	Portland	4,800-5,000
6	Proposed Casino		4,740
7	M B N A Marketing Systems, Inc.	Camden	4,000-4,200
8	Unum-Provident Corporation	Portland	3,600-3,800
9	Shaws Supermarkets, Inc.	Several	3,200-3,400
10	International Paper Co.	Jay	2,600-2,800
11	Eastern Maine Medical Center	Bangor	2,400-2,600
12	Envisionet Computer Services, Inc.	Augusta	2,200-2,400
13	MaineGeneral Medical Center	Augusta	2,000-2,200
14	Anthem Health Systems	S. Portland	1,600-1,800
15	Verizon New England, Inc.	Several	1,600-1,800
16	Central Maine Power Co.	Augusta	1,400-1,600
17	Fairchild Semiconductor Corp.	S. Portland	1,400-1,600
18	Pratt & Whitney Aircraft Group	N. Berwick	1,400-1,600
19	S. D. Warren	Westbrook	1,400-1,600
20	Central Maine Medical Center	Lewiston	1,200-1,400
21	Great Northern Paper, Inc.	Millinocket	1,200-1,400
22	Home Depot USA, Inc.	Several	1,200-1,400
23	Irving Oil Corporation	Bangor	1,200-1,400
24	Mead Oxford Corp.	Rumford	1,200-1,400
25	Rite Aid Of Maine, Inc.	Several	1,200-1,400
26	Ames Merchandising Corporation	Several	1,000-1,200
27	Cianbro Corporation	Pittsfield	1,000-1,200
28	Jackson Laboratory	Bar Harbor	1,000-1,200
29	Mercy Hospital	Portland	1,000-1,200
30	Nexfor Fraser Papers, Inc.	Madawaska	1,000-1,200
31	Vencor Nursing Centers West LLC	Several	1,000-1,200
32	Attendant Services, Inc.	S. Portland	800-1,000
33	Banknorth Group, Inc.	Portland	800-1,000
34	Bates College	Lewiston	800-1,000
35	Blethen Maine Newspapers, Inc.	Several	800-1,000
36	Bowdoin College	Brunswick	800-1,000
37	C.N. Brown Co.	South Paris	800-1,000
38	Community Health And Counseling	Bangor	800-1,000
39	Dead River Company	Bangor	800-1,000
40	General Electric Co.	Several	800-1,000

*Private sector employers, as of June, 2001. Source: *Maine's Biggest Industries: Structural Overview of the Maine Economy*, Maine State Planning Office, December 2001.



APPENDIX J

Presentation from Keith Whyte, National Council on Problem Gambling



National Council on Problem Gambling

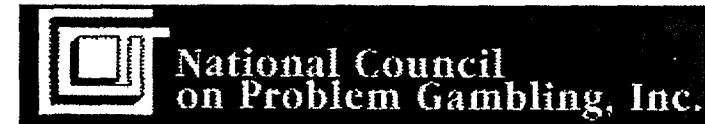
**208 G Street, NE, Suite 100
Washington, DC 20002**

Tel: 202.547.9204

Fax: 202.547.9206

keithw@ncpgambling.org

Web: www.ncpgambling.org



Biographical Sketch

Keith S. Whyte became the Executive Director of the National Council on Problem Gambling (NCPG) in October 1998. The mission of the NCPG is to increase public awareness of problem and pathological gambling, expand availability of treatment for problem gamblers and their families, and to encourage research and programs for prevention and education.

The National Council administers several nationwide programs, including a 24-hour confidential helpline, a gambling-specific certification program for treatment professionals, and sponsors the *Journal of Gambling Studies*, the only academic journal in the world devoted to problem gambling research. In addition, the NCPG sponsors regional, national and international conferences, supports research, distributes literature and works with other organizations involved in problem gambling issues. The National Council on Problem Gambling is a tax-exempt, non-profit organization that maintains a neutral stance on gambling.

Previously, Keith served as Director of Research for the American Gaming Association where he was responsible for research and public policy issues, including problem gambling. Prior experience included the American Bar Association's Section of Individual Rights and Responsibilities where he dealt with legal issues relating to civil rights, human rights, healthcare, and immigration policy. He also worked with the Assistant Secretary for Planning and Evaluation at the United States Department of Health and Human Services on healthcare policy issues. Keith graduated from Hampden-Sydney College with a B.A. in History, a Certificate in International Relations. He studied abroad at Leiden University, the Netherlands.

Keith has written numerous articles, studies and book chapters on various aspects of gaming policy and presents frequently at national and international conferences on these subjects. In addition, he has testified before the United States Congress on gambling-related legislation. He regularly discusses gaming issues in national and international print, radio and broadcast media. He is a member of the Editorial Board of the *Gaming Law Review* and the Advisory Board of the *Weekly Addiction Gambling Education Report*. Keith also serves as a reviewer for the *Electronic Journal of Gambling Issues* and the Alberta Gaming Research Institute, and sits on the Advisory Board of the International Centre for Youth Gambling Problems and High-Risk Behaviors at McGill University.

Problem Gambling and Public Policy

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

September 24, 2002

**Keith Whyte, Executive Director
National Council on Problem Gambling**

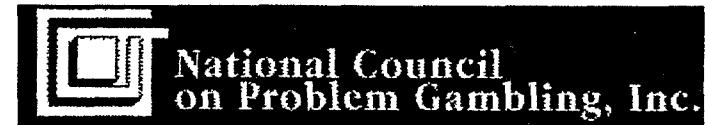


Outline

- ¥ Overview of gambling and problem gambling in US.
- ¥ Who is Responsible for Responsible Gaming?
- ¥ Towards a Policy: PETER

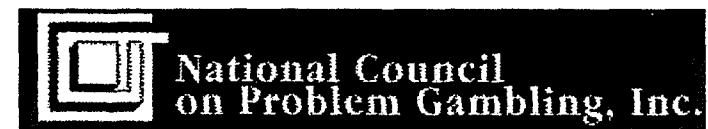
About NCPG

- ¥ NEUTRAL on gambling.
- ¥ 30th Anniversary of our foundation in New York City in 1972.
- ¥ Now HQ in Washington, D.C.
- ¥ Affiliate chapters in 32 states.
- ¥ Largest & oldest grassroots network in world on gambling issues.



NCPG Mission Statement:

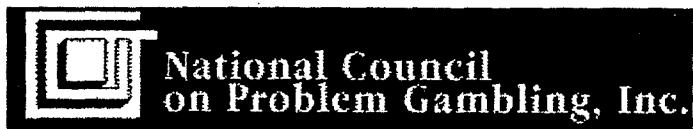
The mission of the National Council on Problem Gambling is to increase public awareness of pathological gambling, ensure the widespread availability of treatment for problem gamblers and their families, and to encourage research and programs for prevention and education



*Nearest group is in VT
does some work with
Vt state lottery*

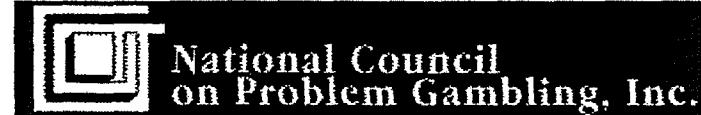
NCPG Activities

- ¥ Provide nationwide programs and services for problem gamblers and their families.
- ¥ Work to educate public & professionals about problem gambling.
- ¥ Advocate for increased Federal and state funding for Prevention, Education, Treatment and Research.



National Problem Gambling Helpline Network (800.522.4700)

- ¥ 2000 Total Calls: 115,699
- ¥ 2001 Total Calls: 144,445 (+25%)
- ¥ One call every 3.6 minutes
- ¥ Nationwide, 24/7, tollfree & confidential
- ¥ Anywhere in the U.S., routes to a call center





National Picture

- ¥ 85% of Americans gamble in their lifetime, 65% in past year.
- ¥ Legal gaming revenues \$65+ billion in 2000.
- ¥ 30 years of research shows that pathological gambling is real and robust disorder, more research always needed.
- ¥ Significant public policy issue.

A Changing Picture

- ¥ Since 1975, the proportion of adults who never gambled dropped from 1 in 3 to 1 in 7.
- ¥ 85% of US adults have gambled at least once in their lives, 65% in past year.
- ¥ 47 States with some form of legalized gambling.
 - What are the 3 without?



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Maine Statistics

- ¥ 1.1 million population
- ¥ Approximately 10,000 adult pathological gamblers (1%)
- ¥ Approximately 20-30,000 adult problem gamblers (2-3)

What is Pathological Gambling?

- ¥ Enters DSM III in 1980.
- ¥ DSM IV (1994)
- ¥ Must meet 5 out of 10 criteria.
 - Inability to resist the urge to gamble
 - Preoccupation
 - Tolerance
 - Chasing
 - Anti-social behavior (lying, stealing)

10 Questions

- ¥ You have often gambled longer than you had planned.
- ¥ You have often gambled until your last dollar was gone.
- ¥ Thoughts of gambling have caused you to lose sleep.
- ¥ You have used your income or savings to gamble while letting bills go unpaid.

- ¥ You have made repeated, unsuccessful attempts to stop gambling.
- ¥ You have broken the law or considered breaking the law to finance your gambling.
- ¥ You have borrowed money to finance your gambling.
- ¥ You have felt depressed or suicidal because of your gambling losses.
- ¥ You have been remorseful after gambling.
- ¥ You have gambled to get money to meet your financial obligations.

- ¥ If you or someone you know answers yes to any of these questions, consider seeking assistance from a professional regarding this gambling behavior.
- ¥ Call 800.522.4700: Confidential & toll free, 24/7-there is help and hope available.
 - Questions developed by NCPG from DSM-IV criteria. Probable pathological gamblers score 5+. Probable problem gamblers score 1-4.

Working Definitions

- ¥ Problem gambling: Any gambling behavior that causes harm to the gambler or their family.
 - Gambler does NOT meet current clinical criteria.
- ¥ Pathological gambling: Severe and persistent problems with gambling behavior, a serious mental health disorder.
 - Gambler meets clinical criteria.

Lie/Bet Screen

- ¥ Have you ever felt the need to bet more and more money?
- ¥ Have you ever had to lie to people important to you about how much you gambled?
- ¥ Yes to one or both classifies respondent as a pathological gambler
 - Johnson, et al, (1997) Psychological Reports

U.S. Problem Gambling Rates

- ¥ In the past year, approximately 1% of adults (3 million) meet criteria for pathological gambling.
- ¥ Past year, approximately 2-3% adults meet criteria for problem gambling.
- ¥ Both rates are roughly double among youth.
- ¥ Adult rate consistent over last 20 years, while youth rate doubled.



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Past-Year Gambling Prevalence

Harvard Medical School, Division on Addictions (1999)

	Adults	Adolescents	College
Casino	14.9%	12.5%	60.8%
Lottery	49.0%	30.1%	60.1%
Sports	14.7%	30.6%	30.5%
Parimutuel	7.1%	11.2%	8.9%
Cards	15.8%	39.6%	36.1%
Skill Games	10.2%	31.6%	23.9%

Lifetime Gambling Prevalence

Harvard Medical School, Division on Addictions (1999)

	Adults	Adolescents	College
Casino	32.3%	7.7%	40.5%
Lottery	61.2%	34.8%	50.2%
Sports	26.8%	38.1%	28.4%
Parimutuel	25.1%	10.8%	27.1%
Cards	28.1%	53.4%	47.3%
Skill Games	18.5%	40.4%	39.9%

Based on statistics from the latest national survey (1998), approximately:

- 2 million adults are pathological gamblers
- 3 million adults are problem gamblers
- 15 million are at risk for problem gambling
- 148 million adults are low-risk gamblers
- 29 million adults have never gambled

—NGISC/NORC

Expansion Effects

- ¥ Evidence is mixed, increases in IA, no increase in CT, decrease in OR
- ¥ States with stable or decreased rates had relatively larger PG programs.
- ¥ Participation rates & frequency may change, other effects rather than prevalence.
- ¥ In macro, no significant regional differences.
- ¥ States show greater variation, but gambling doesn't stop at state (or national) borders.
- ¥ Increased public awareness.

Public Awareness

Increased public awareness of problem gambling is positive:

- ¥ Helpline calls increase
- ¥ GA chapters increase
- ¥ Greater media attention
- ¥ Reduces stigma
- ¥ Allows existing addicts to seek help
- ¥ Pushes stakeholders (including Legislature?) to address hidden issue

What We Know About Problem Gambling

- ¥ American Psychiatric Association Diagnostic and Statistical Manual of Mental Disorders (DSM) since 1980.
- ¥ Research based-biology, psychology, epidemiology.
- ¥ Helpline calls.

Research

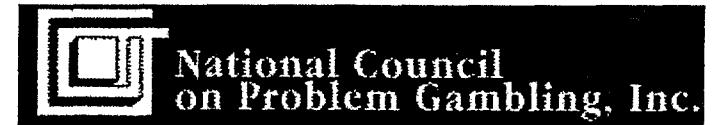
- ¥ Twin studies: Inherited factors explained between 35-54% of pathological gambling symptoms (Eisen 1997).
- ¥ Genetic: Pathological gamblers are more likely than others to carry D₂A1 allele, also been linked to other addictive & impulsive disorders (Comings 1996, 1998)

Research

- ⌘ Co-morbidity: Between 25-63% of pathological gamblers have a lifetime substance abuse disorder (Crockford 1998).
- ⌘ Pharmacological: Naltrexone has proven effective in blocking craving for pathological gamblers (Kim 1998, 2001).

Research

- ¥ Family studies: Adult pathological gamblers are 3-8x more likely to report at least 1 parent with a gambling problem than non-problem gamblers (Gambino 1993).
- ¥ Treatment: Generally, those who enter treatment for gambling problems improve over time (NRC 1999).



Major Correlates of Pathological & Problem Gambling

- ¥ Divorce
- ¥ Poor health
- ¥ Other mental health problems
- ¥ Job loss and lost wages from unemployment
- ¥ Bankruptcy
- ¥ Arrest and incarceration



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**It exceeds the Power of Language to
express the Pangs and Anguish, the
Remorse and Bitterness of the Soul, that
must attend a ruined Estate and a
beggared Family. No Colours can paint
nor Words describe the Grief and
Distraction of such a Man.**

**Rev. William Stith, *The Sinfulness and
Pernicious Nature of Gaming* -A 1752 Sermon
Preached before the General Assembly of Virginia**

Underage Gambling



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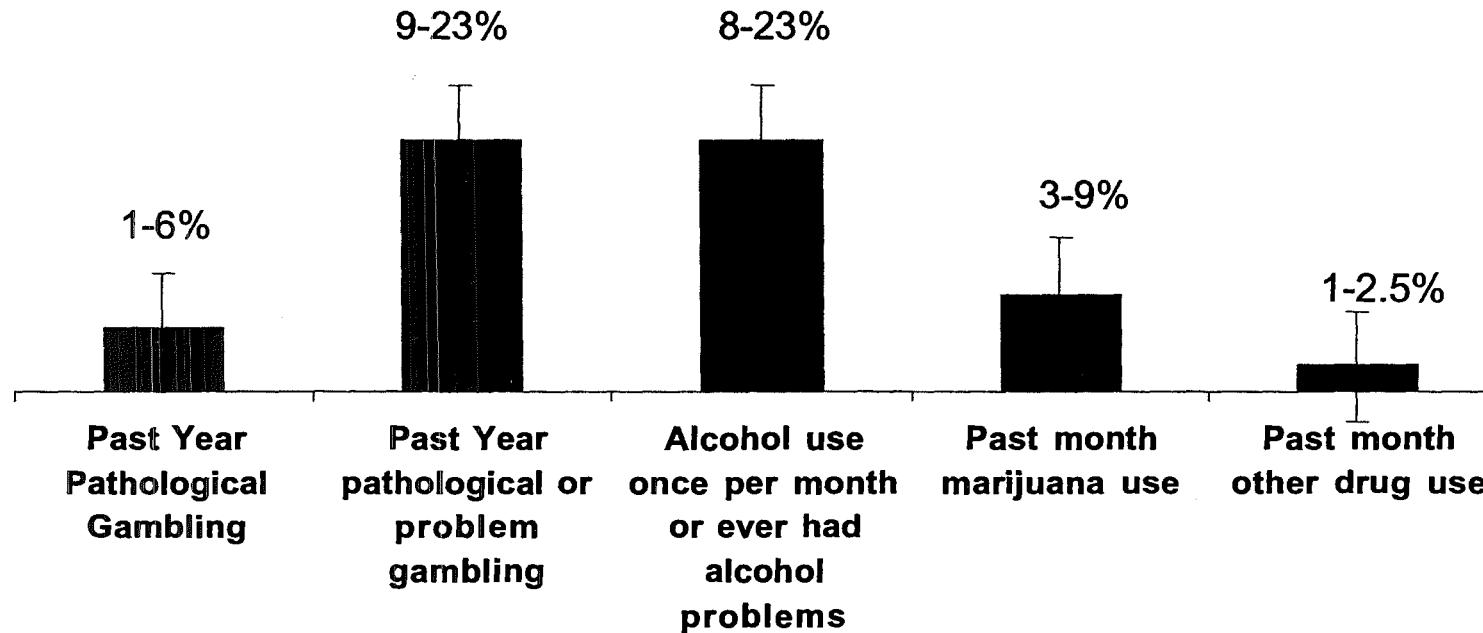
U.S. National Academy of Sciences Quotes (2001):

- ¥ **Preliminary evidence suggests that the earlier people begin gambling, the more likely they are to experience problems from gambling.** p. 140
- ¥ **the proportion of pathological gamblers among adolescents in the United States could be more than three times that of adults.** p. 89

Quotes From Youth in Treatment

If my life was a tree, one branch would be that I'm a thief, another branch is that I'm a liar, another being that I'm no longer in school, and another being that I no longer have my parents trust and respect, and I'm not permitted to live in their home. But if you cut off each of the branches you still haven't gotten to the root of the problem which is my gambling. Anonymous adolescent

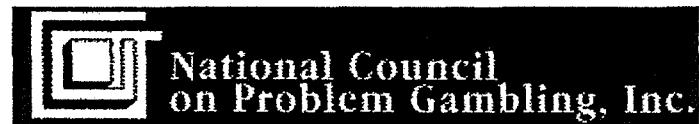
Gambling, Alcohol Use, and Drug Use Among Adolescents



National Research Council (1999), p. 81

National Spending

- ¥ In 1998 all identifiable spending on problem gambling services nationwide was 1/10 of 1% of legal gaming revenue.
- ¥ Demonstrates failure to date of government, industry and public to seriously address this issue.



Current PG Service System

- ¥ Association of Problem Gambling Service Administrators (APGSA) at:
www.apgsa.org
- ¥ Per capita ranges from \$.003 (MD) to \$1.04 (OR)
- ¥ Spending ranges from \$21,000 (MD) to \$3,215,000 (OR)
- ¥ Maine: \$0

Parity

- ¥ Treatment for pathological gambling not routinely covered by 80% of private insurers.
- ¥ Are state lottery employees, and lottery retailers/vendors covered?
- ¥ Believing that treatment for pathological gambling is less expensive than treatment of substance abuse (no medical detox is typically necessary, the majority of patients are effectively treated in an intensive outpatient or outpatient basis) the cost of parity for pathological gambling would clearly be even lower than that for substance abuse. (Parity for Mental Health Disorders: The Case for Inclusion of Pathological Gambling, NCPG 1999)

Parity II

- ¥ A study of drug and alcohol treatment in California showed that each dollar spent on treatment saved approximately \$7 in other costs. Many of these costs are passed on to taxpayers through increased costs to the criminal justice system, public and private health programs, to employers as well as families.
- ¥ Because pathological gambling is rare, removing the discriminatory exclusion of this accepted mental health disorder will not only allow problem gamblers and their families access to health care services, but will provide cost savings for states and ultimately all taxpayers.

Why is Problem Gambling a Public Policy Issue?

- ¥ Government duty of care to citizens
- ¥ Provider duty of care and liability
- ¥ Mental health/disease model
- ¥ Enforcement issue for minors
- ¥ Special populations (seniors, racial & ethnic minorities)

Who is Responsible for Responsible Gaming?

- ¥ State & Tribal Government: Protects the health and welfare of their citizens, regardless if the particular jurisdiction legalized, regulated or received revenue from gambling.
- ¥ Gaming Industry: Operates service addictive for percentage of consumers.



Responsibility

- ¥ Consumers: Should understand the odds, have realistic expectations, know the warning signs and where to get help.
- ¥ Advocates: We bring together government, industry, consumers & problem gambling experts to provide solutions.



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Responsibility

- ¥ Gambling Providers: whether state or tribal government, or private corporations, have an obligation to address problem gambling.
- ¥ RG program should be a condition of licensure, public statistics should be maintained, and should be periodically reviewed.



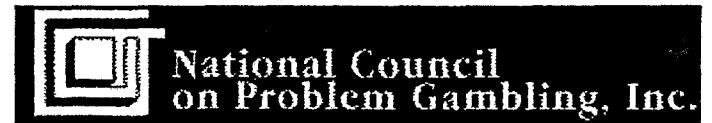
ACTION BY THE EXECUTIVE COMMITTEE OF THE NATIONAL INDIAN GAMING ASSOCIATION

- ¥ **WHEREAS**, the National Indian Gaming Association (hereinafter referred to as NIGA) is a trade association of Indian Nations engaged in economic development, including governmental gaming and other economic enterprises;
- ¥ **WHEREAS**, NIGA s mission is to support the sovereign rights of Indian Nations to pursue economic ventures, including gaming, by disseminating information and testifying before the U.S. Congress and other bodies public;
- ¥ **WHEREAS**, in pursuit of its mission to support the sovereign rights of Indian Nations NIGA has maintained a long standing policy of supporting efforts to address problem and pathological gambling concerns;
- ¥ **WHEREAS**, pursuit to this policy NIGA has sought to develop a more formal relationship between NIGA and the National Council on Problem Gambling (hereinafter referred to as NCPG);
- ¥ **WHEREAS**, NIGA has been of assistance to the NCPG s efforts by assisting in its fundraising efforts, encouraging NIGA members to utilize responsible gaming principles in their operations and providing a forum for NCPG to disseminate its information;
- ¥ **WHEREAS**, NIGA and NCPG believe that a closer and more formal relationship between their organizations will be mutually beneficial.
- ¥ **NOW THEREFORE BE IT RESOLVED**, that NIGA hereby recognizes the work of the NCPG and its state affiliates in increasing public awareness, advocating for treatment and encouraging research of problem gambling; and
- ¥ **BE IT FURTHER RESOLVED**, that NIGA hereby encourages its members to give due consideration to the NCPG in their budgeting processes, including making regular contributions to NCPG to assist the NCPG in its problem and pathological gambling efforts at the national and state levels.

I hereby certify that the foregoing resolution was adopted May 21, 2000 at a meeting of the Executive Committee of the National Indian Gaming Association duly noticed and at which a quorum was present.
Lynn Valbuena, Secretary for the National Indian Gaming Association

Policy Considerations

- ¥ Most jurisdictions without strategy for gambling.
- ¥ No consistent regulatory authority.
- ¥ No periodic review of licenses.
- ¥ Virtually no jurisdictions with comprehensive strategy for problem gambling.



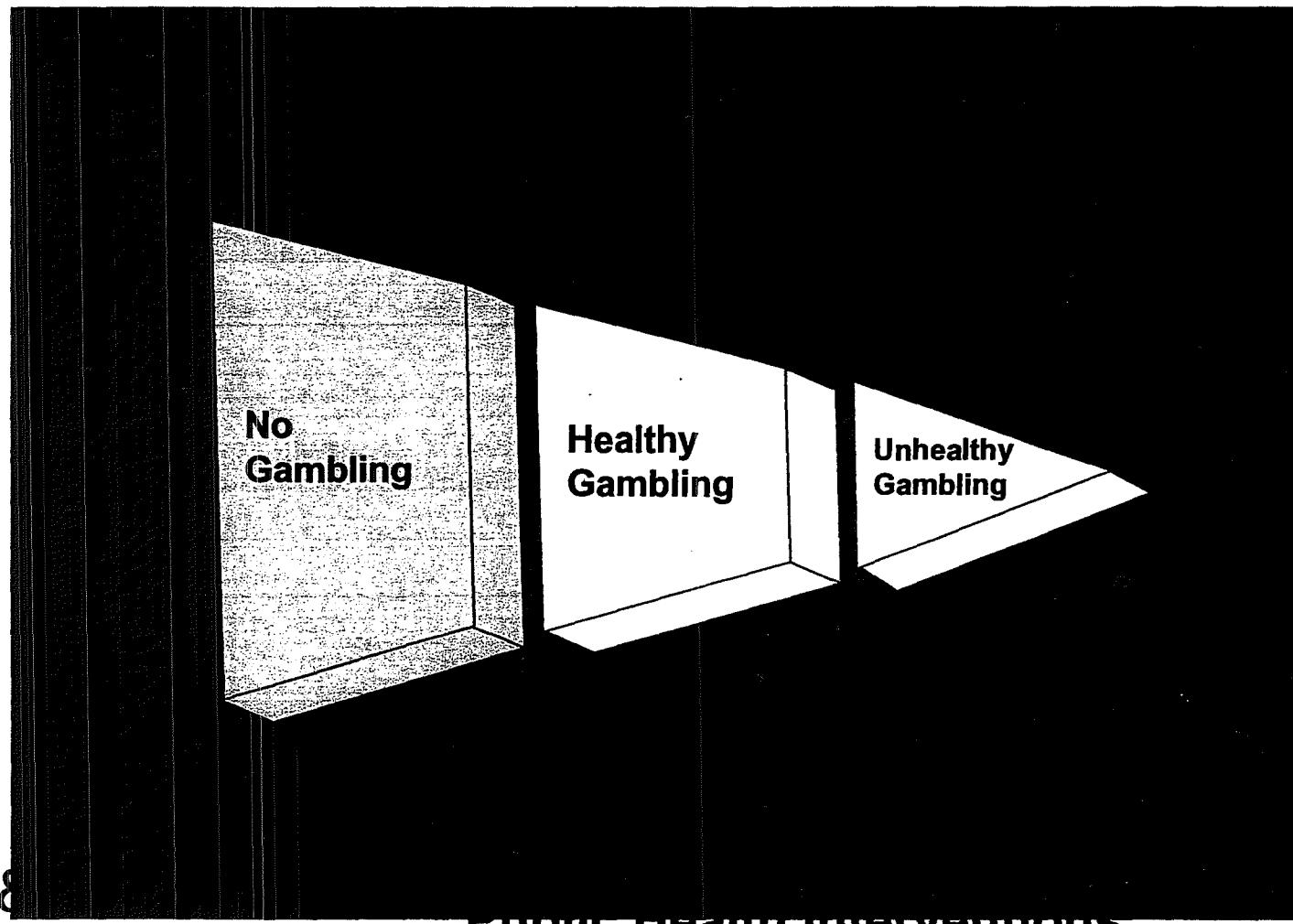
Needs Assessment

- ¥ Needs assessment.
- ¥ Set benchmarks, standards and best practices.
- ¥ Measurement.
- ¥ Evaluation by public/private partnership.

State Funded Gambling Treatment Programs- 2001 Think Tank

- ¥ More research needed on basic nature of gambling disorders
- ¥ Individualized services
- ¥ Payment issues for clients
- ¥ Focus on public health
- ¥ Financial support for programs

Public Health Framework to Understand Gambling



Korn 8

PUBLIC HEALTH INTERVENTIONS

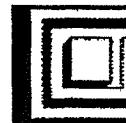
Towards a Comprehensive Strategy: PETER

- ¥ Prevention
- ¥ Education
- ¥ Treatment
- ¥ Enforcement
- ¥ Research



Prevention

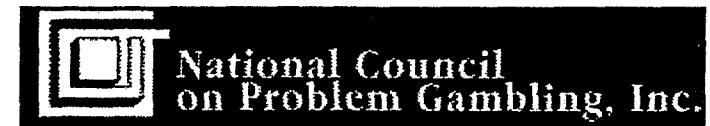
- ¥ Primary prevention must PRECEDE onset of gambling--5th grade.
- ¥ Gambling precedes onset of other risky behavior; smoking, drugs, alcohol, sex, may be gateway behavior.



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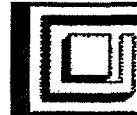
Education

- ¥ Implicit harm reduction approach, given 85%+ gamble.
- ¥ Responsible gaming strategies if individuals choose to gamble.
- ¥ Education that problem gambling is a real disorder, and help is available.
- ¥ Helpline promotion, most common link between Education and Treatment.



Treatment

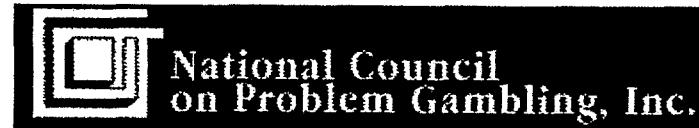
- ¥ Must include continuum of care--brief intervention, outpatient, residential, inpatient.
- ¥ State is provider of last resort?
- ¥ Screening for PG in MH/SA programs.
- ¥ Certification of health care providers.



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Enforcement

- ¥ 30% of adolescents (12-17) have bought a lottery ticket in the past year.
- ¥ Sports gambling--not a victimless crime.
- ¥ Gray market video poker & amusement with prizes (AWP).
- ¥ Internet gambling.
- ¥ Charitable gaming.



Research

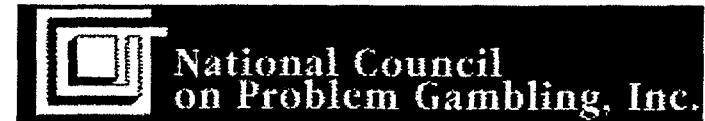
- ¥ Links together all previous sections.
- ¥ Outcome & evaluation.
- ¥ Determine best practices.
- ¥ Includes survey research, longitudinal & cohort, natural studies.
- ¥ Guides current & future efforts.



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Responsible Gaming

- ¥ Any strategy, policy or program instituted by a gaming company to proactively address problem gambling and/or underage gambling issues. AGA RGRG 1996
- ¥ 2 Major Areas:
 - Problem gambling
 - Underage gambling



3 Areas of Action:

- ¥ Mission statement: Institutionalizes a commitment to responsible gaming within the organization.
- ¥ Authority: Someone within organization has job responsibility to coordinate responsible gaming efforts.
- ¥ Plan: In order to be effective, responsible gaming efforts must be planned. Ad-hoc is always cost more and is less effective.



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Employees

- ¥ Higher rates of PG
- ¥ Loss prevention issues
- ¥ Retention
- ¥ Morale
- ¥ Smallest circle, industry has direct influence

Customers

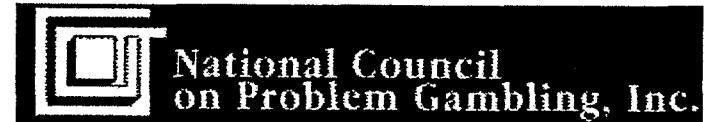
- ¥ Customer service
- ¥ Direct interaction with industry
- ¥ Range from regular/frequent players to one-time visitors



National Council
on Problem Gambling, Inc.

Community

- ¥ Public Perception
- ¥ Includes broad-based efforts:
 - Prevention
 - Education
 - Public Awareness of Available help



Special Populations

¥ Underage

¥ Intoxicated/Impaired Patrons

¥ Seniors

¥ Other Special Populations

—If you have a targeted marketing campaign or specific services, then you should have a corresponding responsible gaming program

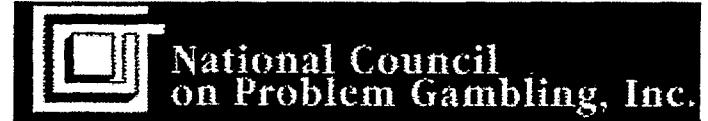


Responsible Gaming Minimum Standards for Gaming Operations

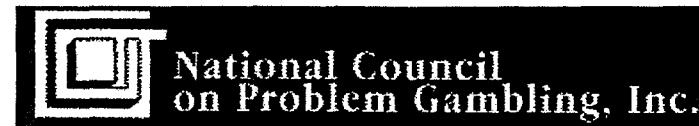
Adapted from Dr. Carl Braunlich, Purdue University

At a minimum, every gambling operator should undertake the following steps:

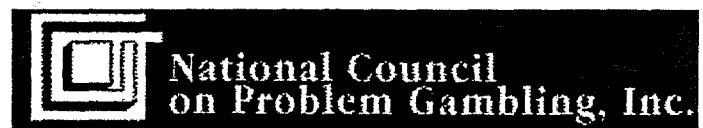
- ¥ All employees receive a brochure describing problem gambling behaviors and where to find help for a gambling addiction.



- ⌘ Problem gambling awareness signage is posted throughout.
- ⌘ The company implements communication programs to ensure high levels of employee awareness of problem gambling, underage gambling prevention, and unattended minors issues.
- ⌘ A brochure describing problem gambling behaviors and where to find help for a gambling addiction is available to customers. When asked, gaming floor employees know where to obtain a copy of this brochure.



- ¥ Gaming floor employees receive an annual refresher training session covering the topics of problem gambling, underage gambling prevention, and unattended minors.
- ¥ The company's employee assistance program covers problem gambling and is staffed with counselors trained in the diagnosis of gambling addictions.
- ¥ The company implements communication programs to ensure high levels of employee awareness of problem gambling, underage gambling prevention, and unattended minors issues.



- ¥ The company provides financial support to the state affiliate of the National Council on Problem Gambling for each state in which the company operates.
- ¥ The company has a self-restriction program in place. Upon request by a customer, all cash checking, credit and slot club privileges are revoked, and the customer's name is removed from all direct marketing mailing lists or other databases used for promotional purposes.



National Council
on Problem Gambling, Inc.

Next Steps: You Don't Have to Reinvent the Wheel

- ¥ Work with National & local councils:
Since 1972 we have been advising with Federal, state, tribal & local governments on this issue.
- ¥ Opportunity to bring all stakeholders together to make Maine a leader in responsible gaming policy.



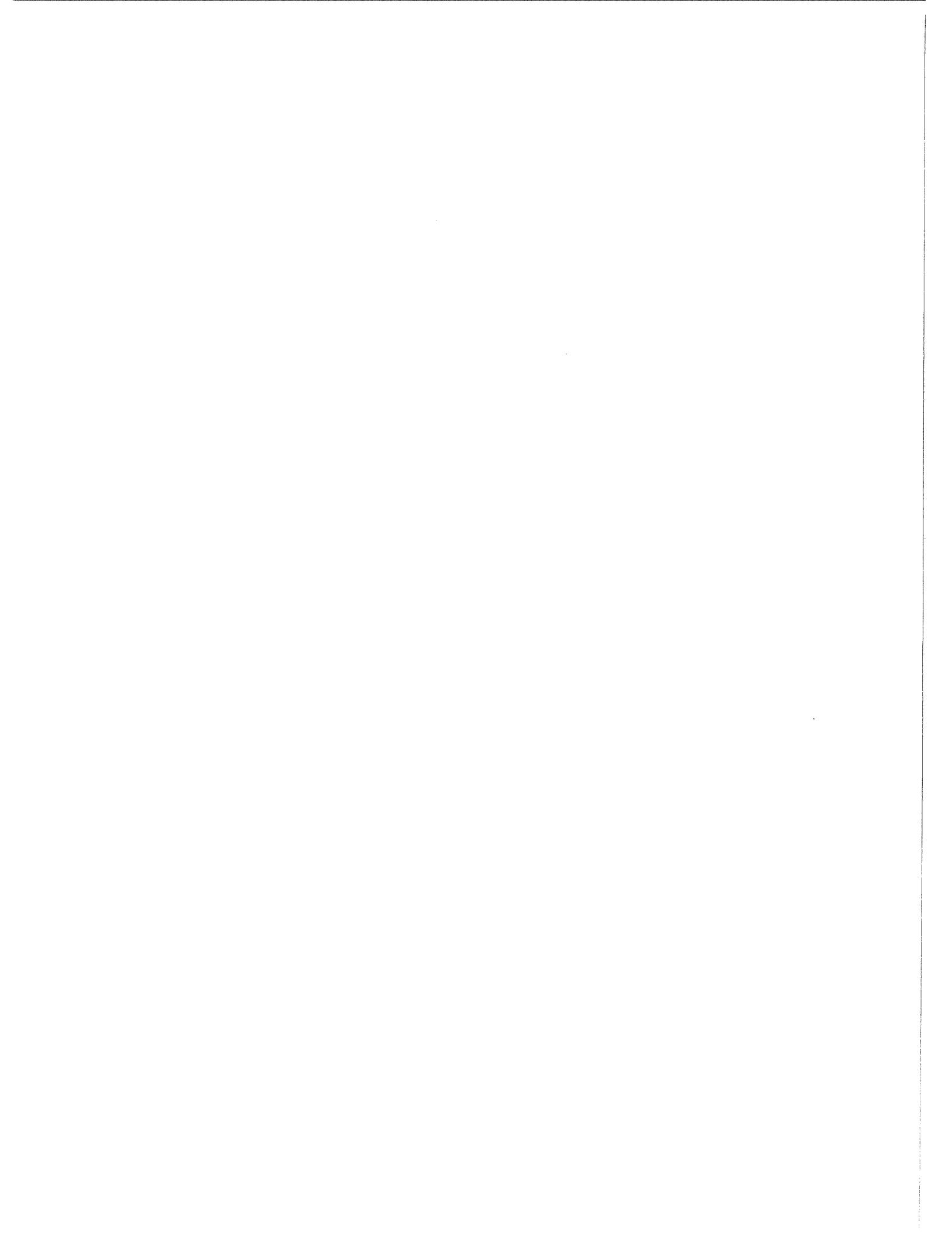
**National Council on
Problem Gambling**
208 G Street, NE, Suite 100
Washington, DC 20002
Tel: 202.547.9204
Fax: 202.547.9206
keithw@ncpgambling.org
Web: www.ncpgambling.org



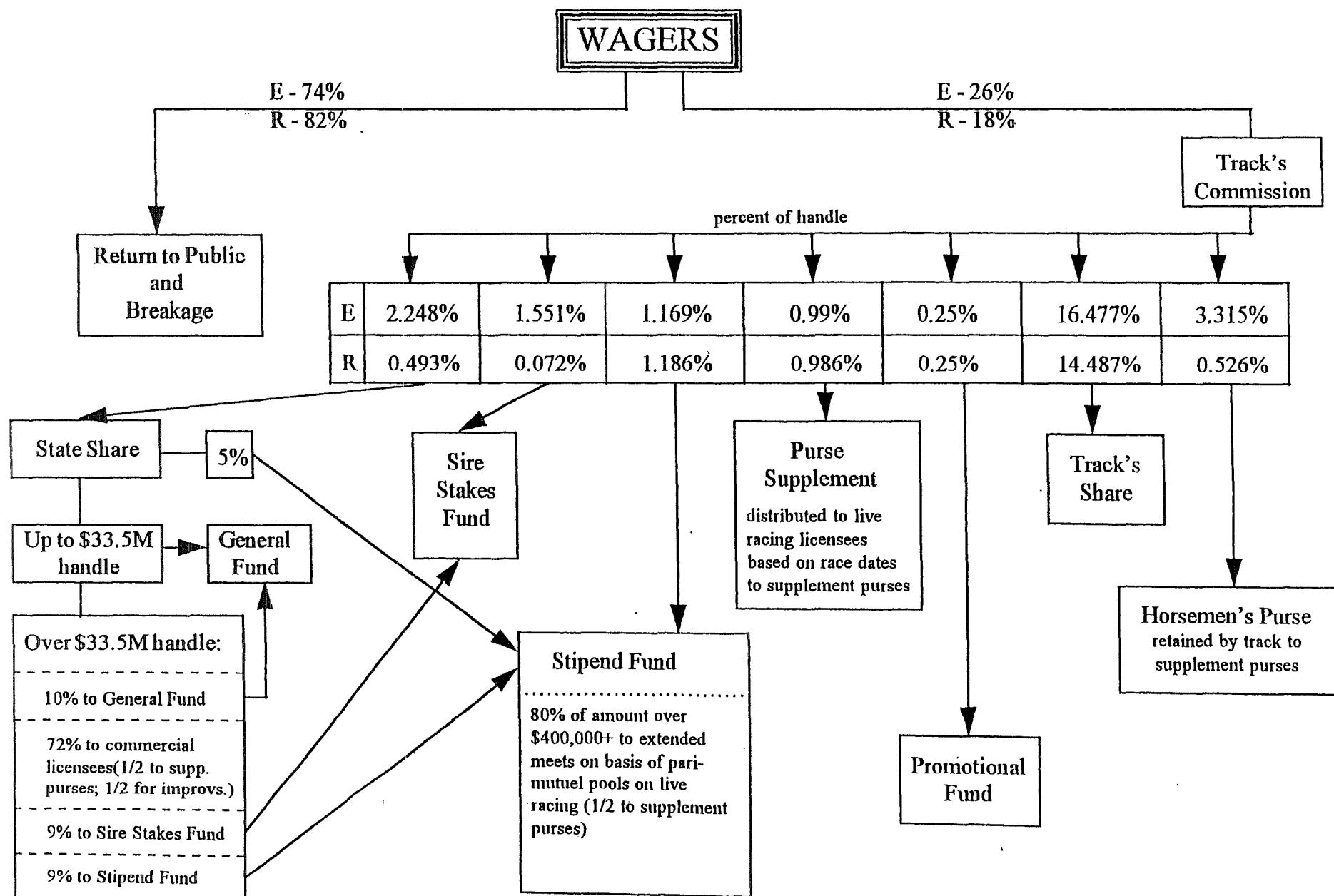
National Council
on Problem Gambling, Inc.

APPENDIX K

Presentation from Henry Jackson, Maine Harness Racing Industry



DISTRIBUTION OF WAGERS ON LIVE RACING



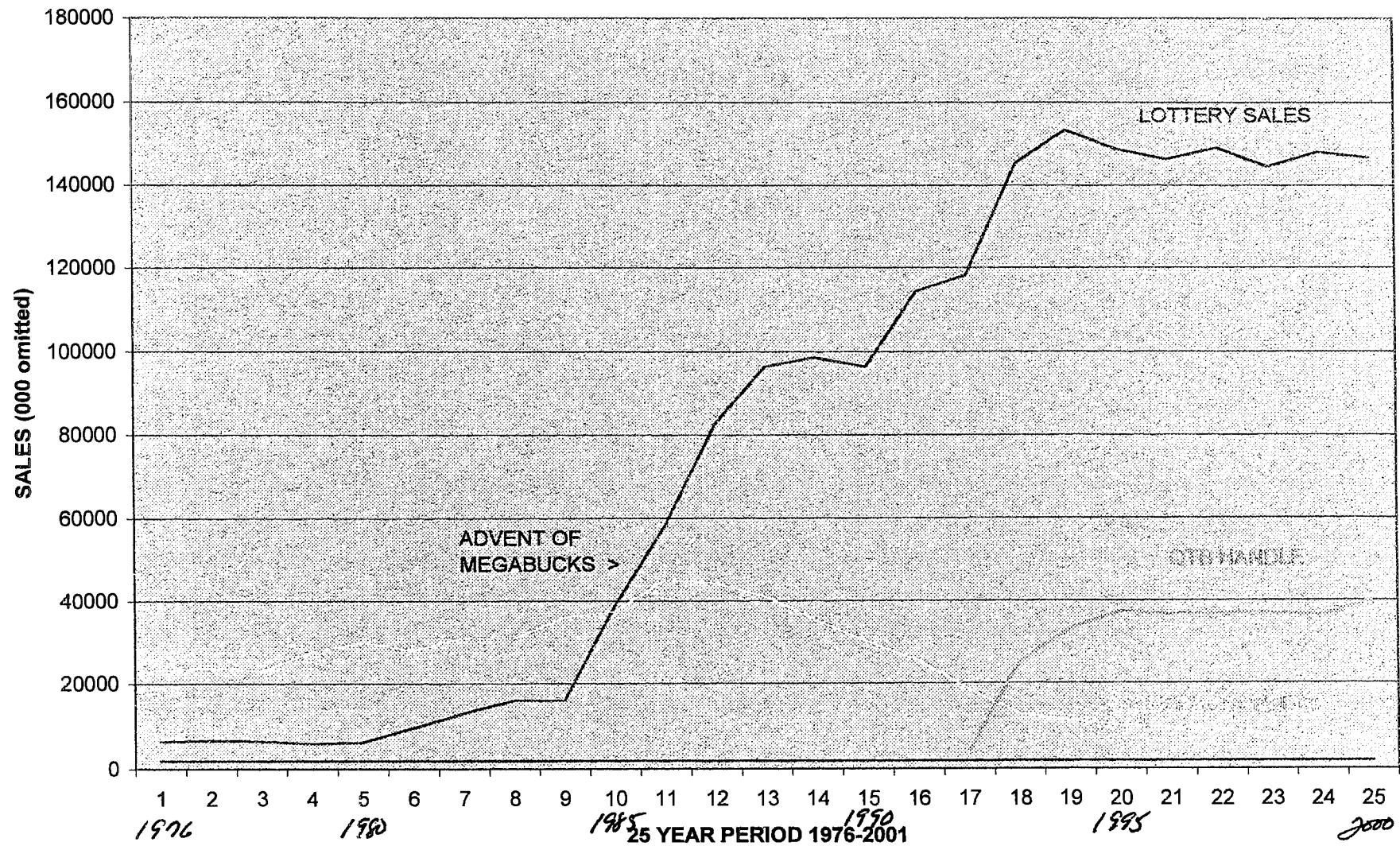
E - Exotic wagers
R - Regular wagers

TABLE I
2001 FAIR STIPENDS DISTRIBUTION

TRACK	PREMIUMS APPROVED	PREMIUM STIPEND	FACILITY STIPEND	TOTAL STIPEND
ACTON	27,461.00	6,076.00	2,489.00	8,565.00
ATHENS	5,058.00	1,119.00	458.00	1,577.00
BANGOR	67,421.00	14,918.00	6,111.00	21,029.00
BLUE HILL	46,941.00	10,386.00	4,255.00	14,641.00
CLINTON	19,869.00	4,396.00	1,801.00	6,197.00
COMMON GROUND	17,195.00	3,805.00	1,559.00	5,364.00
CUMBERLAND	115,397.00	25,533.00	25,984.00	51,517.00
FARMINGTON	48,924.00	10,825.00	25,984.00	36,809.00
FRYEBURG	318,174.00	70,400.00	25,984.00	96,384.00
HOULTON	42,700.00	9,448.00	3,870.00	13,318.00
LITCHFIELD	29,268.00	6,476.00	2,653.00	9,129.00
MONMOUTH	11,115.00	2,459.00	1,007.00	3,466.00
NEW PORTLAND	7,825.00	1,731.00	710.00	2,441.00
NORTHERN MAINE	60,994.00	13,496.00	25,984.00	39,480.00
OSSIPEE VALLEY	30,712.00	6,795.00	2,784.00	9,579.00
OXFORD COUNTY	41,839.00	9,257.00	3,792.00	13,049.00
PISCATAQUIS VALLEY	29,582.00	6,545.00	2,681.00	9,226.00
PITTSTON	18,237.00	4,035.00	1,653.00	5,688.00
SKOWHEGAN	84,830.00	18,770.00	25,984.00	44,754.00
SPRINGFIELD	18,021.00	3,987.00	1,633.00	5,620.00
TOPSHAM	45,772.00	10,128.00	25,984.00	36,112.00
UNION	53,695.00	11,881.00	25,984.00	37,865.00
WINDSOR	96,613.00	21,377.00	25,984.00	47,361.00
WORLD'S FAIR	3,751.00	830.00	340.00	1,170.00
ME. POMOLOGICAL SOC.	860	191	0	191.00
TOTALS	1,242,254.00	274,864.00	245,668.00	520,532.00

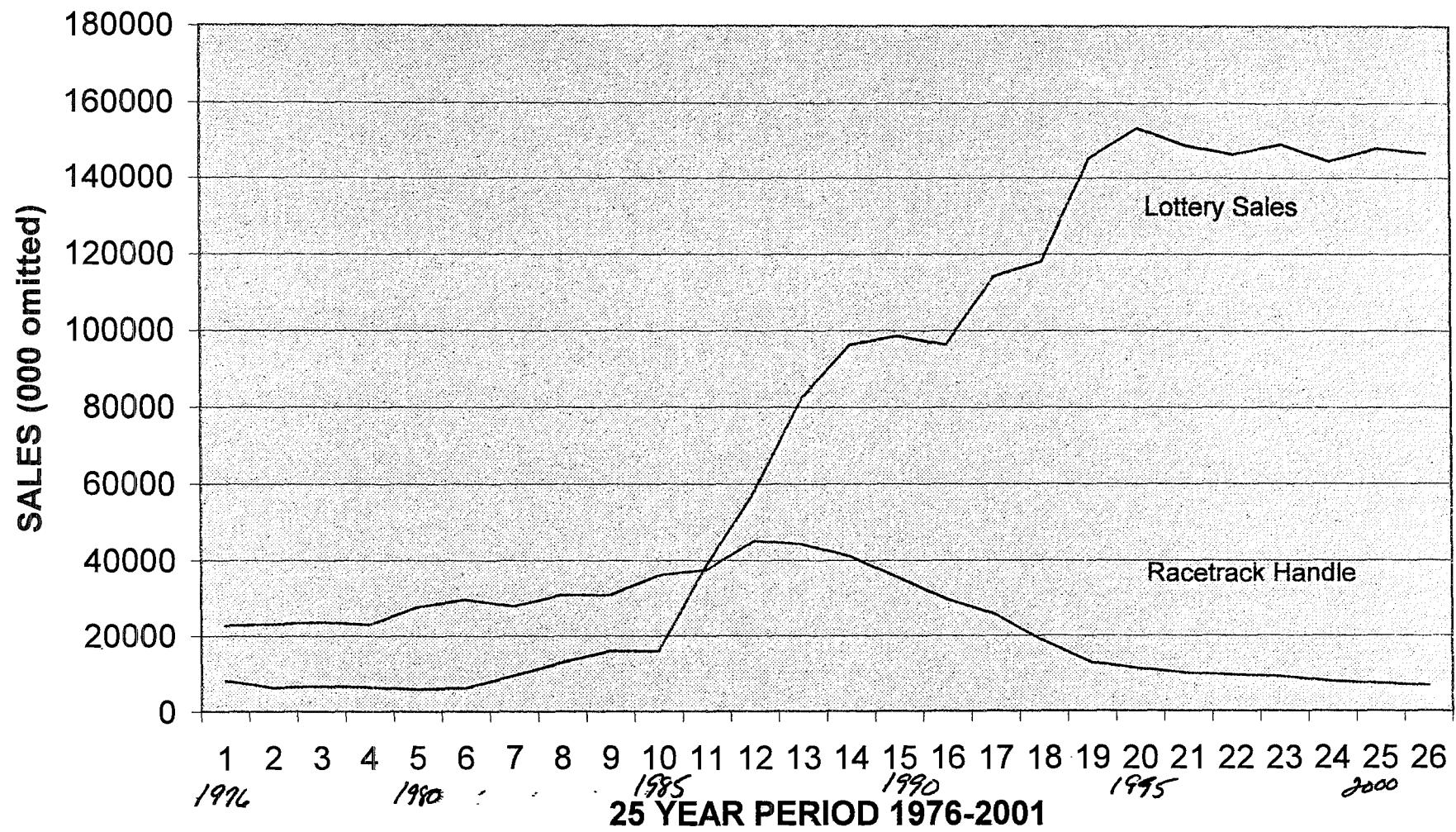
Athens Fair qualifies this year. Maine Pomological Society is computed to receive premium stipend pursuant to 7 MRSA Section 65.

COMPARISON OF LOTTERY SALES, RACETRACK HANDLE AND OTB HANDLE



Sources: Maine State Lottery
Maine Harness Racing Commission

COMPARISON OF MAINE LOTTERY SALES TO HANDLE AT MAINE'S RACETRACKS



Figures were extracted from Annual Reports submitted by Maine State Lottery
Maine Harness Racing Commission

APPENDIX L

Presentation from David Siegel, Maine Innkeepers Association





Maine
I*n***n**k**e****e****p**e****r**s**
A*s***s**o****c**i****a****t**o****n****************

305 Commercial Street / Portland, Maine 04101-4608
info@maineinns.com / www.maineinns.com

September 30, 2002

**TESTIMONY BEFORE THE
SPECIAL TASK FORCE ON CASINO GAMBLING IN MAINE**

Senator Kevin Shorey, Senate Chair; Representative Donna Loring, House Chair and Distinguished Members of the Task Force

I am David Siegel, Executive Director of the Maine Innkeepers Association. We represent 640 hotels, motels, resorts, B&Bs, inns, sporting camps and cottages, 135 allied supplier vendors and 20 associate members across Maine.

The Maine Innkeepers Association has not taken a formal position on the casino and we have not at this point polled our membership. Before doing so, we want to be sure that we have accurate and appropriate information so that we can present all sides of the issue in seeking their opinions.

What I can share with you today are some thoughts regarding the casino based on preliminary discussions I've had with a number of members and my Board of Directors. Some of my members see primarily positives and benefits to the proposed gambling casinos. Others see primarily negatives. I'll briefly outline these perspectives here.

How Might a Gambling Casino/Entertainment Complex Have a Positive Impact on Maine's Lodging Industry?

The central argument of those in our industry who support a gambling casino is that it would become a major attraction to the state. Under this theory, the gambling casino becomes a draw that brings visitors to Maine who might otherwise not have come. They stay at member lodging properties, eat at Maine's restaurants, visit attractions and enjoy all that Maine has to offer. If in fact they planned to come, then the gambling casino provides a reason to stay longer. As the tribes expand the facility and add services such as marinas, golf, amusement parks and child care, for example, the draw increases. This argument raises several questions, of course, and we don't yet know the answers.

- Will the casino really draw people to Maine in the same ways that Disneyland, the Mall of America or even an aquarium do in other places?
- Even if those people come, will they in fact eat at neighboring restaurants and stay at area lodging properties?
- Will they visit more of Maine or will they stay on premises?
- Will they stay longer than they might have otherwise?

Secondly, some support a gambling casino if it were built in Northern Maine. Despite its distance from major population centers, the lure and draw of gambling is undeniable. I have members who would support such a casino if it were built in Calais because of its economic development potential and the need in those areas, but who would oppose a gambling casino in Southern Maine.

How Might a Gambling Casino/Entertainment Complex Have a Negative Impact on Maine's Lodging Industry?

This tends to occupy the greater part of discussion I've had with members of the Association. The concerns revolve around these key areas:

- Unfair Competition
- Labor Issues
- Image of our State
- Social Costs
- Long Term Survivability

Unfair Competition

In looking at similar facilities around the country, it's important to note their common expansion from basic gaming to full-fledged resort facilities. We are not talking about simple bingo halls. Even as proposed here, one doesn't simply build a casino, one builds a true entertainment complex, with concert halls, hundreds or thousands of overnight rooms, meeting and conference rooms, multiple restaurants, golf, spas, swimming pools, child care centers, RV Parks, amusement attractions and more. Each of these amenities has the potential to compete against private industry.

We do have an advantage in Maine in that, due to the Claims Settlement, the state can require full payment of all taxes, licenses and fees, as well as requiring equal inspection by the appropriate regulatory agencies. Nonetheless, by providing the tribes with a state sanctioned monopoly, we may be unfairly jeopardizing the long-term viability of hotels, resorts and other lodging properties. Across the country, casinos provide discounted meals and lodging as a lure to bring visitors. Their primary interest is in keeping the visitor at the complex, spending their money on the highly profitable gaming activities.

This issue of competition becomes even more acute when discussing meeting and conference facilities in the state. We can all imagine the lure for planners to hold meetings and conferences at this massive entertainment complex. The costs and overhead associated with construction and maintenance of large meeting and conference facilities are tremendous. The market is highly competitive. It may be impossible for venerable Maine properties such as the Samoset, Cliff House and others to compete with the full array of entertainment opportunities and potentially reduced meals and lodging fueled by a monopoly on a much-desired activity. These properties cannot simply bring in the video slot machines and level the playing field. Certainly our members believe in the free enterprise system and the competition that it generates – as long as that competition is fair.

Labor Issues

This is an area of great concern to members, whether or not they are casino supporters or opponents. All agree that 4,000 new employees will be a tremendous challenge. Our industry is one from which much of this workforce will be derived.

We already face a scarcity of workers in our industry at both the line and management levels. By the way, our industry does provide an exceptional and often overlooked career path. The American Hotel & Lodging Educational Foundation recently compiled a list of careers in our industry that exceeded 200. The Maine Innkeepers Association has just completed an industry occupational needs study with the Maine Restaurant Association, Technical College System and State Chamber of Commerce. The study reveals a substantial need in virtually every management level position in the future. This echoes national labor estimates. In addition, the study indicates salaries for these positions ranging from \$30,000 to \$85,000. One other benefit of our industry is that one can advance rapidly, and while a formal education speeds that process, it isn't mandatory.

The existing scarcity of workers has already increased wages substantially in our industry at all levels. Even so, many properties across the state have resorted to bringing in foreign workers to supplement the inadequate labor pool. Four thousand additional jobs will put a severe strain on the labor pool, particularly in Southern Maine, where the shortage is already most acute. Undoubtedly, that will drive up the cost of labor. This is a difficult issue for us because all of us want to see Maine grow and to see new jobs brought

to our state. For example, we support the efforts of Maine & Company to bring in new businesses. However, to force our industry to compete for labor against the powerful, monopoly revenue stream that casino gambling provides is of great concern.

Image of the State

Some of the opponents to the casino in my membership simply feel that a gambling casino will hurt the image of our state. We have worked hard to build a successful image as a safe, beautiful destination where one can experience the thrill of the outdoors, enjoy our unique culture, explore mountains, lighthouses and our stunning shoreline. Does a gambling casino fit with the image we seek to create regarding Maine?

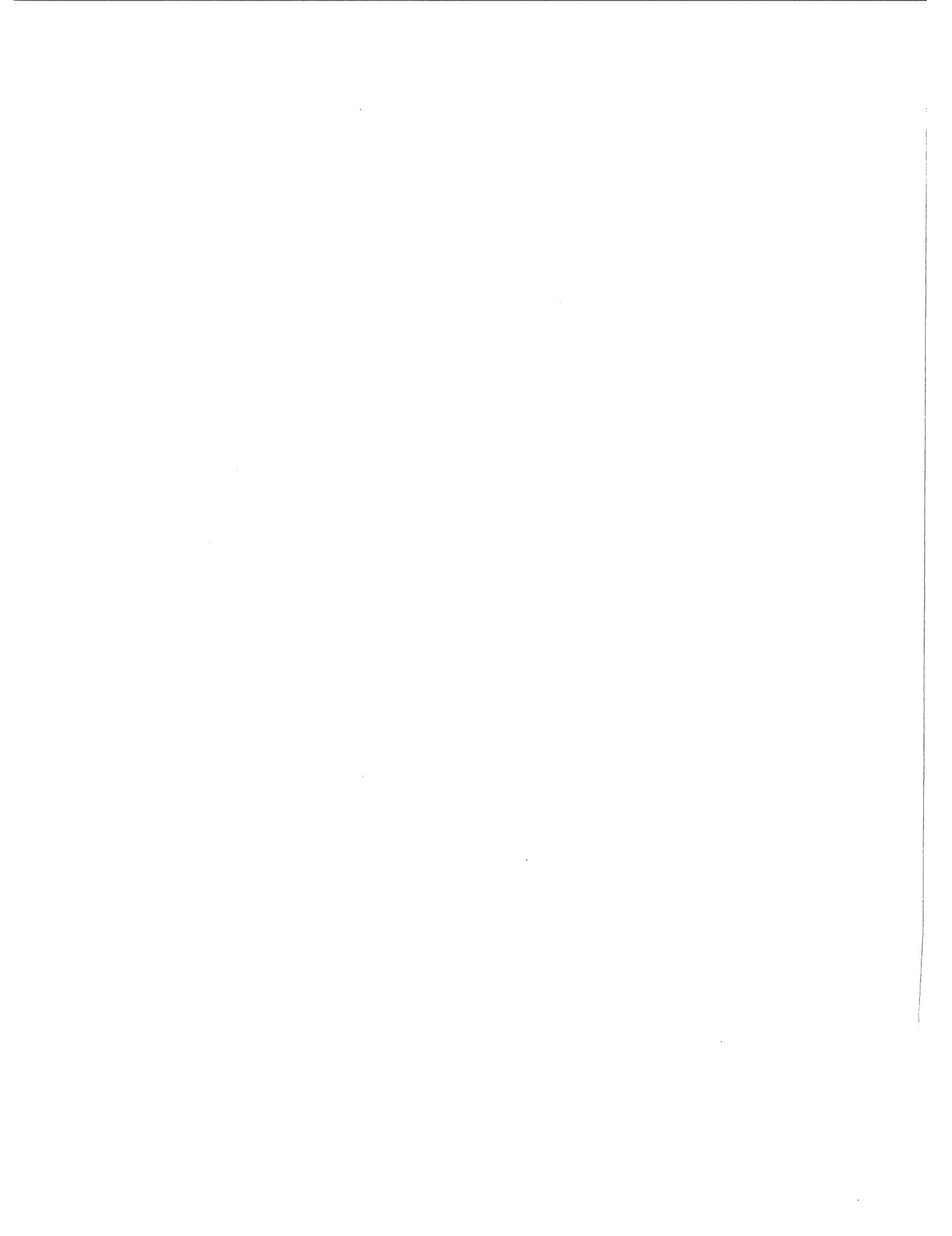
Social Costs

Other members feel that the social costs that come with a gambling casino are not worth whatever economic development it brings.

Long Term Survivability

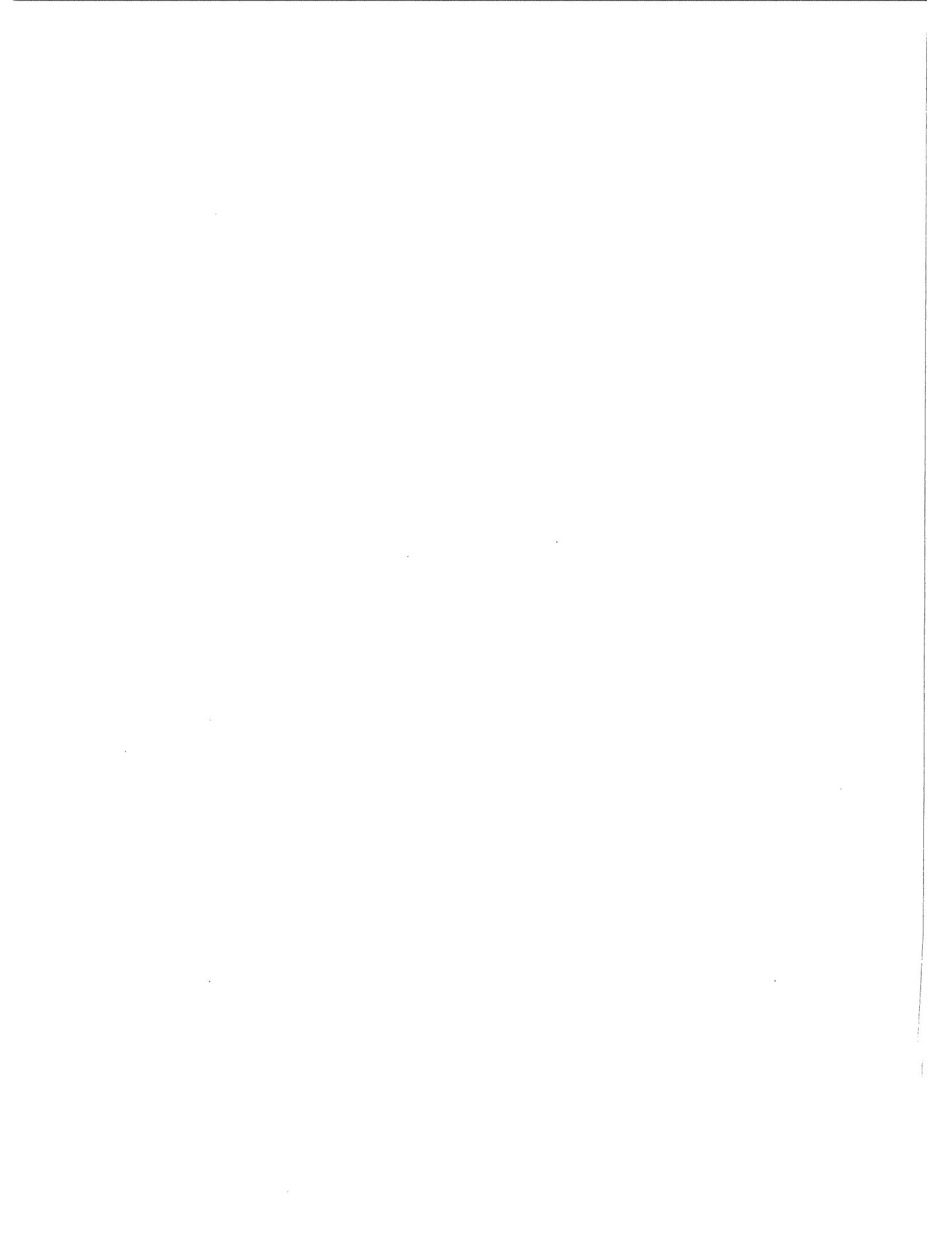
Finally, a major concern is the long-term survivability of the venture. Given the magnitude of this decision and its many ramifications, we obviously don't want to bring such a massive project to Maine only to have it fail. With no sales tax and no income tax, New Hampshire would clearly be an attractive opportunity for future casinos. Massachusetts has been working diligently and successfully to lower its tax burden and shed the moniker of "Taxachusetts." It, too, provides a gold mine for future casinos, with its huge population. If New Hampshire or Massachusetts build casinos, they might successfully grab the customer base before it gets to Maine.

This clearly is one of the most important and significant decisions our legislature, and perhaps the voters, will have to face. We applaud the diligent efforts of this task force to address and gather information in all of these areas and thank you for the opportunity to share our views with you.



APPENDIX M

Presentation from Major Craig Poulin, Maine State Police



Impact of increased vehicular traffic on State infrastructure (enforcement perspective)

- Magnitude of impact depends upon location of facility and current infrastructure.
- Will require expanded enforcement capabilities that will be determined by those entities providing traffic enforcement/investigation services in a specific jurisdiction. Will likely effect state, county and local units of government as the impact will be felt to varying degrees by all three.
- Will result in an increase in traffic related incidents, i.e. OUI, speed, crashes but numbers are indeterminable at this point.
- Reporting methods make it difficult at best to determine trends regarding before and after casino development.

Impact on Crime on communities within 50 mile radius

- Crime generally increases when Casino is developed. However, there are analytical issues that need to be addressed before coming to a fair and accurate conclusion regarding what the increases are and what they mean. I.E. baselines and variables have to be established and they have to be consistent across the entire study. Unfortunately, resources and the compressed timeframe for this discussion have not afforded the opportunity to engage in such a study. Depending upon how the crime stats are compared and presented can present different conclusions. There could be a marked reduction in crime *rate* with a corresponding increase in number of crimes based upon per capita averages that are universally used. But in no instance has there been an overall reduction in the occurrences of crime; there has been a marked increase.
- Need to be aware of limitations inherent with crime data, quality of reporting, etc.
- Unreported crime, as such, is difficult to gauge. However, it should be mentioned that such crimes as prostitution, loan sharking and extortion often go unreported. Indeed, there are many factors that must be considered when analyzing crime data.
- While it is true that *well regulated* gaming operations are for the most part free internally from the influence of organized crime, attempts will likely be made to corrupt an enterprise.
- *Maine's limited experience with gambling crimes*
- *Information from Connecticut indicates that attempts have been made by criminal elements to compromise the casino and/or ancillary operations*
- *Refer people to UCR site for explanations about the program*
- *CT Police state that they have inadequate resources to cover increased activity*

Impact-Anticipated needs-regulatory/enforcement

- Actual needs based on structure established by legislature
- Recent models-Calais-Passamaquoddy

- 1 Lieutenant, 3 Sergeants, 15-30 Detectives, 5-10 Public Safety Inspectors, Support Staff Clerical 6-12 Clerk Typists, Staff legal counsel, Auditor/Financial, Ident personnel for SBI
- *Significant training component associated with related duties*

Anticipated additional responsibilities

- Background checks (CT 3000/year for prospective new hires, yearly updates on all incumbents (4 classifications 4 hr-8 hr Class 1,2, 1-2 months for Class 3 up to one year for GER-owners, vendors, etc.)
- Investigate crimes occurring in/on? Casino property-also creates additional impact on personnel assigned outside Casino unit.
- Actual additional resource needs can only be determined by factors related to authorized regulatory structure, size of facility and types of entertainment to name a few.

UCR Program

NIBRS

Family
Violence

Hate Crime

SPRAMIS



William Gary Lopez

Department of Public Safety
Connecticut State Police
1111 Country Club Road
P.O. Box 2794
Middletown, CT 06457

860-685-8030 - Voice
860-685-8352 - Fax

CTNIBRS@aol.com

Crimes & Data Analysis Unit
Connecticut State Police

To: Detective Lucier Fax: 207-6248765

From: Gary Lopez Date: 10/17/02

Re: Pages:

CC:

Urgent For Review Please Comment Please Reply Please Recycle

2000
Data

CRIMINAL INVESTIGATIONS TOWN OF LEDYARD AND CASINO

1995 TO 2000

Crimes	1995		1996		1997		1998		1999		2000	
	Ledyard	Casino	Ledyard	Casino	Ledyard	Casino	Ledyard	Casino	Ledyard	Casino	Ledyard	Casino
<u>Murder/NonNeg Manslaughter</u>	0	0	1	0	3	0	0	0	0	0	0	0
Rape	4	0	1	0	3	2	2	0	1	0		
Robbery	4	1	2	3	6	0	0	2	5	2		
Aggravated Assault	31	20	23	16	34	13	29	16	21	18		
Burglary	56	4	69	1	49	8	22	14	27	11		
Larceny	123	848	80	518	102	538	84	737	91	489		
Motor Vehicle Theft	13	41	6	28	11	13	9	6	2	5		
Arson	2	0	0	0	2	0	0	0	1	0		
Forgery/Counterfeit	1	4	1	9	1	1	2	2	2	2		
Fraud	2	1	1	1	3	2	5	1	1	0		
Sale/Possession drugs	18	22	34	19	28	13	16	27	13	13		
Simple assault	8	3	4	5	4	4	9	5	8	6		
Vandalism	84	11	90	13	90	8	56	9	60	16		
Weapons Violations	8	3	10	1	8	2	9	4	3	0		
Other Sex Offenses	17	6	12	4	12	4	17	8	13	4		
Disorderly Conduct	69	52	60	44	41	32	35	31	48	39		
Embezzlement	0	0	0	0	0	0	0	0	0	0		
Driving Under the Influence	27	3	42	13	51	5	30	3	34	1		
Liquor Laws	2	1	7	0	1	1	1	0	1	1		
Runaways	12	0	11	0	18	0	6	0	10	0		
Offenses against the family	3	3	1	2	1	0	0	5	1	6		
Illegal Gambling	0	0	0	0	0	0	0	0	0	1		
All Other Offenses	58	208	68	151	73	113	32	119	36	146		
Grand Total	542	1,231	523	828	541	757	364	989	378	760		

SOURCE: SPR642 FOR MURDER THROUGH MOTOR VEHICLE THEFT IN 1997, SINGLE-WRITE PARAMETERS FOR ALL PART TWO CRIMES. (1998-1999 ALL PART ONE AND PART TWO CRIMES FROM SINGLE-WRITE PARAMETERS) CASINO DATA IS ALL SINGLE WRITE PARAMETERS. PARAMETERS ARE RUN FROM E SPR683-C INVESTIGATION REPORT AND REFLECTS THE FIRST STATUTE LISTED ON THE REPORT.

CRIMINAL INVESTIGATIONS TOWN OF MONTVILLE AND THE MOGEGANS SUN CASINOS

1997 TO 2000

Crimes	1997		1998		1999		2000	
	Montville	Casino	Montville	Casino	Montville	Casino	Montville	Casino
Murder/NonNeg Manslaughter	1	0	0	0	2	1		
Rape	3	0	0	0	0	0		
Robbery	6	2	3	1	7	0		
Aggravated Assault	62	6	58	6	66(84)	8		
Burglary	74	2	50	1	57	1		
Larceny	154	251	109	299	119	275		
Motor Vehicle Theft	18	7	13	4	12	3		
Arson	0	0	3	0	0	0		
Forgery/Counterfeit	0	0	0	0	1	1		
Fraud	6	2	1	1	6	4		
Sale/Possession drugs	37	5	41	5	44	3		
Simple assault	10	1	19	3	18	4		
Vandalism	133	7	86	3	82	2		
Weapons Violations	7	2	9	0	6	1		
Other Sex Offenses	24	8	26	4	11	1		
Disorderly Conduct	90	46	112	28	105	25		
Embezzlement	0	1	0	0	0	0		
Driving Under the Influence	102	2	76	3	117	3		
Liquor Laws	7	0	8	0	6	0		
Runaways	26	0	13	0	19	0		
Offenses against the family	6	1	6	0	7	3		
Illegal Gambling	0	1	0	1	0	1		
All Other Offenses	115	104	109	58	107	68		
Grand Total	881	446	742	417	810	404		

SOURCE: SPR542 FOR MURDER THROUGH MOTOR VEHICLE THEFT IN 1997, SINGLE-WRITE PARAMETERS FOR ALL PART TWO CRIMES. (1998-1999 ALL PART ONE AND PART TWO CRIMES FROM SINGLE-WRITE PARAMETERS) CASINO DATA IS ALL SINGLE WRITE PARAMETERS. PARAMETERS ARE RUN FROM THE SPRE SPR083-C INVESTIGATION REPORT AND REFLECTS THE FIRST STATUTE LISTED ON THE REPORT.

Offense Data by Contributor

Crime in Connecticut 2000

Offense Statistics for Year 2000

Agency or Area: Foxwoods Casino Pop: _____

Index Offense	Offenses Number	Rate ²	Clearances Number	Pct.	Value Stolen Total	Average
Murder	0	----	0	----	\$0	----
Rape	1	----	0	0.0%	\$0	\$0
Robbery	3	----	2	66.7%	\$4,300	\$1,433
Aggravated Assault	12	----	12	100.0%	-----	-----
Burglary	12	----	0	0.0%	\$27,263	\$2,272
Larceny	565	----	55	9.7%	\$284,727	\$504
Motor Vehicle Theft	13	----	3	23.1%	\$175,637	\$13,511
Arson	0	----	0	----	\$0	----
Crime Index Total¹:	606	----	72	11.9%	\$491,927	\$812

¹ Arson not included² Not applicable

Value Recovered: \$91,975

Murder V-O Relationship	Circumstance	Weapon
Husband	Kidn.	Handgun
Com Law Husband	Robbery	Knife
Ex-husband	Burglary	Shotgun
Ex-wife	Larceny	Other Gun
Com Law Wife	MV Theft	Unspec. Firearm
Ex-wife	Arson	Knife
Father	Prostitution	Blunt Object
Stepfather	Oth Sex Offen	Strongarm ^a
Mother	Narcotics	Poison
Stepmother	Gambling	Push/Window
In-Law	Unspec. Felony	Explosives
Son	Suspect Felony	Fire
Stepson	Family Viol	Narcotics
Daughter	Romant. Tresp.	Drowning
Stepdaughter	Child by Stepm	Strangulation
Brother	Illegal Abortion	Asphyxiation
Sister	Brawl/Alcohol	Other Weapon
Outer Family	Brawl - Narcotics	
Boyfriend	Argument & Prop	"hands, fist, feet, etc."
Girlfriend	Argument-Other	
Same Sex Relat	Adult Gang/Mob	
Friend	Juvenile Gang	
Neighbor	Sniper/Drive-by	
Employee	Institution Killing	
Employer	Felon by Citizen	
Acquaintance	Felon by Police	
Other Known Pers	Other Circum.	
Stranger	Unknown	
Unknown		

Robbery	n (clr)	Total Loss	Avg. Loss
Highway/Street	1	\$3,500	\$3,500
Gas Station	0	\$0	\$0
Convenience Store	0	\$0	\$0
Bank	0	\$0	\$0
Other Business	1	\$0	\$0
Residence	0	\$0	\$0
Miscellaneous	1	\$800	\$800
Firearm	1 (0)		
Knife, Sharp Instrument	0 (0)		
Other Dangerous Weapon	0 (0)		
Strongarm (hands, feet, etc.)	2 (2)		

Burglary	n (clr)	Total Loss	Avg. Loss
Residence Night	0	\$0	\$0
Residence Day	0	\$0	\$0
Residence Unknown	0	\$0	\$0
Non-residence Night	7	\$8,537	\$1,220
Non-residence Day	1	\$1,150	\$1,150
Non-residence Unknown	4	\$17,576	\$4,394
Forcible Entry	2 (0)		
Unlawful Entry-No Force	10 (0)		
Attempt Forcible Entry	0 (0)		

Larceny	n	Total Loss	Avg. Loss
Pocket-picking	4	\$6,045	\$1,511
Purse-snatching	9	\$4,800	\$533
Shoplifting	17	\$6,679	\$393
Items from Motor Vehicles	5	\$6,695	\$1,339
MV Parts & Accessories	1	\$50	\$50
Bicycles	0	\$0	\$0
Items from Buildings	10	\$43,129	\$4,313
From Coin-op Machines	12	\$1,362	\$114
All Other	507	\$215,967	\$426
\$200 and Over	181	\$259,756	\$1,435
\$50 to \$200	208	\$21,652	\$104
Under \$50	176	\$3,319	\$19

Motor Vehicle Theft	n (clr)
Auto	11 (2)
Trucks & Buses	1 (0)
Other Vehicles	1 (1)

Rape	n (clr)*
Completed	1 (0)
Attempted	0 (0)

Aggravated Assault	n (clr)
Firearm	0 (0)
Knife, Cutting Instrument	1 (1)
Other Dangerous Weapon	2 (2)
Strongarm (hands, feet, etc.)	9 (9)

Other Offenses	n (clr)
Negligent Manslaughter	0 (0)
Simple Assault	15 (13)
Officer Assaulted	5 (5)
Officer Killed	0
Family Violence	7
Homicide	0
Arson	n (clr)
Structural	0 (0)
Mobile	0 (0)
Other	0 (0)

*n: offense; clr: clearance.

Offense Data by Contributor

Crime in Connecticut 2000

Offense Statistics for Year 2000

Agency
or Area:
LedyardPop: 14,687

Index Offense	Offenses		Clearances		Value Stolen	
	Number	Rate ²	Number	Pct.	Total	Average
Murder	0	0.0	0	---	\$0	---
Rape	1	6.8	0	0.0%	\$0	\$0
Robbery	2	13.6	1	50.0%	\$100	\$50
Aggravated Assault	23	156.6	22	95.7%	----	----
Burglary	39	265.5	5	12.8%	\$53,968	\$1,384
Larceny	101	687.7	21	20.8%	\$253,609	\$2,511
Motor Vehicle Theft	9	61.3	5	55.6%	\$72,950	\$8,106
Arson	1	6.8	0	0.0%	\$1,000	\$1,000
Crime Index Total¹:	175	1,191.5	54	30.9%	\$380,627	\$2,175

¹ Arson not included² All rates per 100,000 persons; crime rate of rape per 100,000 females is 13.2

Murder	n (clr)	Total Loss	Avg. Loss
Husband	0		
Crim Law Husband	0		
Ex-husband	0		
Wife	0		
Com Law Wife	0		
Ex-wife	0		
Father	0		
Stepfather	0		
Mother	0		
Stepmother	0		
In law	0		
Son	0		
Stepson	0		
Daughter	0		
Stepdaughter	0		
Brother	0		
Sister	0		
Other Family	0		
Boyfriend	0		
Girlfriend	0		
Same Sex Relat	0		
Friend	0		
Neighbor	0		
Employee	0		
Employer	0		
Acquaintance	0		
Onl known Pers	0		
Stranger	0		
Unknown	0		
Rape	n (clr)¹		
Completed	1 (0)		
Attempted	0 (0)		
Aggravated Assault	n (clr)		
Firearm	1 (1)		
Knife, Cutting Instrument	0 (0)		
Other Dangerous Weapon	3 (2)		
Strongarm (hands, feet, etc.)	19 (19)		
Other Offenses	n (clr)		
Negligent Manslaughter	0 (0)	Officer Killed	0
Simple Assault	5 (5)	Family Violence	45
Officer Assualted	0 (0)	Hate Crime	0

Robbery	n (clr)	Total Loss	Avg. Loss
Highway/Street	1	\$100	\$100
Gas Station	0	\$0	\$0
Convenience Store	1	\$0	\$0
Bank	0	\$0	\$0
Other Business	0	\$0	\$0
Residence	0	\$0	\$0
Miscellaneous	0	\$0	\$0
Firearm	1 (0)		
Knife, Sharp Instrument	0 (0)		
Poison	0		
Pistol/Window	0		
Explosives	0		
Burglary	n (clr)	Total Loss	Avg. Loss
Residence Night	4	\$1,751	\$438
Residence Day	18	\$33,281	\$1,849
Residence Unknown	11	\$17,218	\$1,565
Non-residence Night	6	\$1,718	\$286
Non-residence Day	0	\$0	\$0
Non-residence Unknown	0	\$0	\$0
Forcible Entry	22 (2)		
Unlawful Entry-No Force	13 (3)		
Attempt Forcible Entry	4 (0)		
Larceny	n	Total Loss	Avg. Loss
Pocket-picking	1	\$50	\$50
Purse-snatching	0	\$0	\$0
Shoplifting	5	\$603	\$121
Items from Motor Vehicles	22	\$8,646	\$393
MV Parts & Accessories	5	\$1,596	\$319
Bicycles	4	\$1,045	\$261
Items from Buildings	27	\$199,932	\$7,405
From Coin-op Machines	0	\$0	\$0
All Other	37	\$41,737	\$1,128
\$200 and Over	53	\$250,290	\$4,722
\$50 to \$200	29	\$3,144	\$108
Under \$50	19	\$175	\$9
Motor Vehicle Theft	n (clr)		
Auto	7 (4)		
Trucks & Buses	1 (1)		
Other Vehicles	1 (0)		
Arson	n (clr)	Total Loss	Avg. Loss
Structural	1 (0)	\$1,000	\$1,000
Mobile	0 (0)	\$0	\$0
Other	0 (0)	\$0	\$0

¹n: offense; clr: clearance.

Offense Data by Contributor

Crime in Connecticut 2000

Offense Statistics for Year 2000			Agency or Area:	Montville	Pop:	18,546
Index Offense	Offenses Number	Rate ²	Clearances Number	Pct.	Value Stolen	
					Total	Average
Murder	0	0.0	0	----	\$0	----
Rape	0	0.0	0	----	\$0	----
Robbery	4	21.6	2	50.0%	\$295	\$74
Aggravated Assault	49	264.2	36	73.5%	—	—
Burglary	84	452.9	23	27.4%	\$118,974	\$1,416
Larceny	126	679.4	38	30.2%	\$115,322	\$915
Motor Vehicle Theft	15	80.9	3	20.0%	\$93,676	\$6,245
Arson	5	27.0	2	40.0%	\$13,701	\$2,740
Crime Index Total¹:	278	1,499.0	102	36.7%	\$328,268	\$1,181

¹ Arson not included² All rates per 100,000 persons; crime rate of rape per 100,000 females is 0.0

Murder		Robbery		Burglary		Larceny		Motor Vehicle Theft		Arson	
V-D Relationship	Circumstance	Weapon	n (clr)	Total Loss	Avg. Loss	n (clr)	Total Loss	Avg. Loss	n (clr)	Total Loss	Avg. Loss
Husband	Rape	Handgun	0	\$0	\$0	Highway/Street	0	\$0	0	\$0	\$0
Conn Law Husband	Robbery	Knife	0	\$0	\$0	Gas Station	0	\$0	0	\$0	\$0
Ex-husband	Burglary	Shotgun	0	\$0	\$0	Convenience Store	0	\$0	0	\$0	\$0
Wife	Larceny	Other Gun	0	\$0	\$0	Bank	0	\$0	0	\$0	\$0
Conn Law Wife	MV Theft	Unspec. Firearm	0	\$0	\$0	Other Business	1	\$180	1	\$180	\$180
Ex wife	Arson	Knife	0	\$0	\$0	Residence	2	\$83	2	\$83	\$42
Father	Prostitution	Blunt Object	0	\$0	\$0	Miscellaneous	1	\$33	1	\$33	\$33
Stepfather	Oth Sex Offen	Strangarm*	0	\$0	\$0	Firearm	1 (0)	\$0	0	\$0	\$0
Mother	Narcotics	Poison	0	\$0	\$0	Knife, Sharp Instrument	1 (0)	\$0	0	\$0	\$0
Stepmother	Gambling	Push/Window	0	\$0	\$0	Other Dangerous Weapon	1 (1)	\$0	0	\$0	\$0
In law	Unspec Felony	Explosives	0	\$0	\$0	Strongarm (hands, feet, etc.)	1 (1)	\$0	0	\$0	\$0
Son	Suspect. Felony	Fire	0	\$0	\$0	Burglary	n (clr)	Total Loss	Avg. Loss		
Stepson	Family Viol	Narcotics	0	\$0	\$0	Residence Night	12	\$5,584	\$465		
Daughter	Romant. Triang.	Drawknif	0	\$0	\$0	Residence Day	15	\$35,823	\$2,388		
Stepdaughter	Child by Stepm	Strangulation	0	\$0	\$0	Residence Unknown	15	\$15,533	\$1,036		
Brother	Illegal Abortion	Asphyxiation	0	\$0	\$0	Non-residence Night	22	\$35,843	\$1,629		
Sister	Brawl Alcool	Other Weapons	0	\$0	\$0	Non-residence Day	1	\$1	\$1		
Other Family	Brawl-Narcotics					Non-residence Unknown	19	\$26,190	\$1,378		
Boyfriend	Argument-\$Prop	*hands, fist, feet, etc.				Forcible Entry	40 (12)				
Girlfriend	Argument-Other					Unlawful Entry-No Force	38 (8)				
Same Sex Relat	Adult Gang/Mob					Attempt Forcible Entry	6 (3)				
Friend	Juvenile Gang					Larceny	n	Total Loss	Avg. Loss		
Neighbour	Sniper/Drive-by					Pocket-picking	0	\$0	\$0		
Employee	Institution Killing					Purse-snatching	3	\$511	\$170		
Employer	Felon by Citizen					Shoplifting	6	\$206	\$34		
Acquaintance	Felon by Police					Items from Motor Vehicles	18	\$5,834	\$324		
Other Known Pers	Other Circum.					MV Parts & Accessories	7	\$367	\$52		
Stranger	Unknown					Bicycles	2	\$1,059	\$530		
Unknown						Items from Buildings	28	\$19,136	\$683		
Rape	n (clr)*					From Coin-op Machines	1	\$130	\$130		
Completed	0 (0)					All Other	61	\$88,079	\$1,444		
Attempted	0 (0)					\$200 and Over	54	\$110,921	\$2,054		
Aggravated Assault	n (clr)					\$50 to \$200	34	\$3,814	\$112		
Firearm	3 (2)					Under \$50	38	\$587	\$15		
Knife, Cutting Instrument	4 (4)					Motor Vehicle Theft	n (clr)				
Other Dangerous Weapon	5 (3)					Auto	12 (3)				
Strongarm (hands, feet, etc.)	37 (27)					Trucks & Buses	0 (0)				
Other Offenses	n (clr)					Other Vehicles	3 (0)				
Negligent Manslaughter	0 (0)					Arson	n (clr)	Total Loss	Avg. Loss		
Simple Assault	16 (14)					Structural	2 (0)	\$5,001	\$2,501		
Officer Assaulted	0 (0)					Mobile	3 (2)	\$8,700	\$2,900		
*n: offense; clr: clearance.											

Crime in Connecticut 2000

Offense Data by Contributor

Offense Statistics for Year 2000

Index Offense	Offenses		Agency or Area:	Mohegan Sun Casino		Pop: _____
	Number	Rate ²		Clearances	Pct.	
					Total	Average
Murder	0	---		0	---	\$0
Rape	0	---		0	---	\$0
Robbery	1	---		0	0.0%	\$185
Aggravated Assault	6	---		6	100.0%	---
Burglary	0	----		0	---	\$0
Larceny	453	----		26	5.7%	\$280,565
Motor Vehicle Theft	0	----		0	---	\$0
Arson	0	----		0	---	\$0
Crime Index Total¹:	460	----		32	7.0%	\$280,750
						\$610

¹ Arson not included² Not applicable

Value Recovered: \$117,611

Murder	V-O Relationship	Circumstance	Weapon	Robbery	n (clr)	Total Loss	Avg. Loss
Husband	0	Rape	0	Highway, Street	0	\$0	\$0
Conn Lwsp: Husb	0	Robbery	0	Gas Station	0	\$0	\$0
Ex-Husband	0	Burglary	0	Convenience Store	0	\$0	\$0
Wife	0	Larceny	0	Bank	0	\$0	\$0
Conn Lwsp: Wife	0	MV Theft	0	Other Business	0	\$0	\$0
Ex-wife	0	Arson	0	Residence	0	\$0	\$0
Father	0	Prostitution	0	Miscellaneous	1	\$185	\$185
Stepfather	0	Other Sex Offen	0	Firearm	0 (0)		
Mother	0	Narcotics	0	Knife, Sharp Instrument	0 (0)		
Stepmother	0	Gambling	0	Other Dangerous Weapon	0 (0)		
In-law	0	Unspec Felony	0	Strongarm (hands, feet, etc.)	1 (0)		
Son	0	Suspect Felony	0				
Stepson	0	Family Viol	0				
Daughter	0	Romant. Triang.	0				
Stepdaughter	0	Child by Sitter	0				
Brother	0	Illegal Abortion	0				
Sister	0	Brawl-Alcohol	0				
Other Family	0	Brawl-Narcotics	0				
Boyfriend	✓	Argument-S/rap	0				
Girlfriend	0	Argument-Other	0				
Same Sex Relat	0	Adult Gang/Mob	0				
Friend	0	Juvenile Gang	0				
Neighbor	0	Sniper/Drive-by	0				
Employeee	0	Institution Killing	0				
Employer	0	Felon by Citizen	0				
Acquaintance	0	Felon by Police	0				
Other Known Pers	0	Other Circum.	0				
Stranger	0	Unknown	0				
Unknown	0						
Rape		n (clr)*					
Completed		0 (0)					
Attempted		0 (0)					
Aggravated Assault		n (clr)					
Pistol		0 (0)					
Knife, Cutting Instrument		0 (0)					
Other Dangerous Weapon		0 (0)					
Strongarm (hands, feet, etc.)		6 (6)					
Other Offenses		n (clr)					
Neigbhor Man/Baughter		0 (0)	Officer Killed	0			
Simple Assault		1 (1)	Family Violence	1			
Officer Assaulted		1 (1)	Hate Crime	0			

*n: offense; clr: clearance.

Offense Data by Contributor

Crime in Connecticut 2000

Offense Statistics for Year 2000			Agency or Area: <u>Norwich</u>		Pop: <u>36,117</u>
Index Offense	Offenses Number	Rate ²	Clearances Number	Pct.	Value Stolen Total
Murder	0	0.0	0	---	\$0
Rape	23	63.7	6	26.1%	\$0
Robbery	38	105.2	34	89.5%	\$12,454
Aggravated Assault	88	243.7	51	58.0%	---
Burglary	276	764.2	75	27.2%	\$338,888
Larceny	717	1,985.2	186	25.9%	\$391,169
Motor Vehicle Theft	83	229.8	23	27.7%	\$458,088
Arson	6	16.6	2	33.3%	\$4,000
Crime Index Total¹:	1,225	3,391.8	375	30.6%	\$1,200,599
					\$980

¹ Arson not included² All rates per 100,000 persons; crime rate of rape per 100,000 females is 123.4

Murder	n (clr)	Total Loss	Avg. Loss
Husband	0		
Com Law Husband	0		
Ex-Husband	0		
Wife	0		
Com Law Wife	0		
Ex-Wife	0		
Father	0		
Stepfather	0		
Mother	0		
Stepmother	0		
In-Law	0		
Son	0		
Stepson	0		
Daughter	0		
Stepdaughter	0		
Brother	0		
Sister	0		
Other Family	0		
Neighborhood	0		
Girlfriend	0		
Same Sex Relat	0		
Friend	0		
Neighbor	0		
Employee	0		
Employer	0		
Acquaintance	0		
Old Known Peop	0		
Stranger	0		
Unknown	0		
Rape	n (clr)*	Total Loss	Avg. Loss
Completed	21 (6)		
Attempted	2 (0)		
Aggravated Assault	n (clr)	Total Loss	Avg. Loss
Firearm	4 (3)		
Knife, Cutting Instrument	20 (15)		
Other Dangerous Weapon	47 (25)		
Strangarm (hands, feet, etc.)	17 (8)		
Other Offenses	n (clr)	Total Loss	Avg. Loss
Negligent Manslaughter	0 (0)		
Simple Assault	233 (124)		
Officer Assaulted	16 (15)		
Arson	n (clr)	Total Loss	Avg. Loss
Structural	4 (1)	\$2,000	\$500
Mobile	2 (1)	\$2,000	\$1,000
Other	0 (0)	\$0	\$0

*n: offense; clr: clearance.

Offense Data by Contributor

Crime in Connecticut 2000

Offense Statistics for Year 2000

Agency
or Area:
PrestonPop: 4,688

Index Offense	Offenses		Clearances		Value Stolen	
	Number	Rate ²	Number	Pct.	Total	Average
Murder	0	0.0	0	—	\$0	—
Rape	0	0.0	0	—	\$0	—
Robbery	1	21.3	0	0.0%	\$60	\$60
Aggravated Assault	4	85.3	3	75.0%	-----	-----
Burglary	22	469.3	2	9.1%	\$34,926	\$1,588
Larceny	13	277.3	4	30.8%	\$8,613	\$663
Motor Vehicle Theft	2	42.7	0	0.0%	\$16,300	\$8,150
Arson	0	0.0	0	—	\$0	—
Crime Index Total¹:	42	895.9	9	21.4%	\$59,899	\$1,426

¹ Arson not included² All rates per 100,000 persons; crime rate of rape per 100,000 females is 0.0

Murder		
V-O Relationship	Circumstance	Weapon
Husband	Rape	Handgun
Ex-Law Husband	Robbery	Knife
Ex-husband	Burglary	Shotgun
Wife	Larceny	Other Gun
Corrl Law Wife	MV Theft	Unspec. Firearm
Ex-wife	Arson	Knife
Father	Prostitution	Blunt Object
Stepbrother	Other Sex Offen	Strongarm ⁴
Mother	Narcotics	Poison
Stepmother	Gambling	Push/Window
Sis-kaw	Unspec Felony	Explosives
Son	Suspect Felony	Fire
Stepson	Family Viol	Narcotics
Daughter	Romant. Triang	Drowning
Stepdaughters	Child by Sitter	Strangulation
Brother	Illegal Abortion	Asphyxiation
Sister	Brawl-Alcohol	Other Weapon
Citrus-Family	Brawl-Narcotics	
Boyfriend	Argument-Strap	Hands, fist, feet, etc.
Girlfriend	Argument-Other	
Same Sex Relat	Adult Gang/Mob	
Friend	Juvenile Gang	
Neighbor	Snipez/Drive-by	
Employee	Institution Killing	
Employer	Felon by Crazed	
Acquaintance	Felon by Police	
Diff Known Pers	Other Circum.	
Stranger	Unknown	
Unknown		

Rape	n (clr) ³
Completed	0 (0)
Attempted	0 (0)

Aggravated Assault	n (clr)
Firearm	0 (0)
Knife, Cutting Instrument	0 (0)
Other Dangerous Weapon	1 (1)
Strongarm (hands, feet, etc.)	3 (2)

Other Offenses	n (clr)
Negligent Manslaughter	0 (0)
Simple Assault	2 (1)
Officer Assaulted	0 (0)
Officer Killed	0
Family Violence	11
Hate Crime	0

³ n: offense; clr: clearance;

Robbery	n (clr)	Total Loss	Avg. Loss
Highway/Street	0	\$0	\$0
Gas Station	0	\$0	\$0
Convenience Store	1	\$60	\$60
Bank	0	\$0	\$0
Other Business	0	\$0	\$0
Residence	0	\$0	\$0
Miscellaneous	0	\$0	\$0

Burglary	n (clr)	Total Loss	Avg. Loss
Residence Night	3	\$13,503	\$4,501
Residence Day	7	\$5,536	\$791
Residence Unknown	1	\$2,000	\$2,000
Non-residence Night	7	\$11,541	\$1,649
Non-residence Day	0	\$0	\$0
Non-residence Unknown	4	\$2,316	\$587

Forcible Entry	n (clr)
Unlawful Entry-No Force	15 (2)
Attempt Forcible Entry	6 (0)
Success Forcible Entry	1 (0)

Larceny	n (clr)	Total Loss	Avg. Loss
Pocket-Picking	0	\$0	\$0
Purse-snatching	0	\$0	\$0
Shoplifting	0	\$0	\$0
Items from Motor Vehicles	3	\$227	\$76
MV Parts & Accessories	1	\$2,500	\$2,500
Bicycles	2	\$1,700	\$850
Items from Buildings	1	\$800	\$800
From Coin-op Machines	0	\$0	\$0
All Other	6	\$3,386	\$564
\$200 and Over	6	\$8,000	\$1,333
\$50 to \$200	5	\$610	\$122
Under \$50	2	\$3	\$2

Motor Vehicle Theft	n (clr)
Auto	2 (0)
Trucks & Buses	0 (0)
Other Vehicles	0 (0)

Arson	n (clr)	Total Loss	Avg. Loss
Structural	0 (0)	\$0	\$0
Mobile	0 (0)	\$0	\$0
Other	0 (0)	\$0	\$0

Offense Data by Contributor

Crime in Connecticut 2000

Offense Statistics for Year 2000

Agency
or Area: **North Stonington** Pop: **4,991**

Index Offense	Offenses Number	Rate ²	Clearances Number	Pct.	Value Stolen Total	Average
Murder	0	0.0	0	—	\$0	—
Rape	1	20.0	1	100.0%	\$0	\$0
Robbery	4	80.1	1	25.0%	\$33,544	\$8,386
Aggravated Assault	10	200.4	10	100.0%	—	—
Burglary	36	721.3	4	11.1%	\$68,030	\$1,890
Larceny	27	541.0	9	33.3%	\$62,210	\$2,304
Motor Vehicle Theft	8	160.3	1	12.5%	\$38,295	\$4,787
Arson	0	0.0	0	—	\$0	—
Crime Index Total¹:	86	1,723.1	26	30.2%	\$202,079	\$2,350

¹ Arson not included² All rates per 100,000 persons; crime rate of rape per 100,000 females is 38.8

Murder	V-D Relationship	Circumstance	Weapon
Husband	0	Rape	Handgun
Com Law-Husb	0	Robbery	Knife
Friend	1	Burglary	Shotgun
Wife	5	Larceny	Other Gun
Com Law Wife	0	MV Theft	Unspec. Firearm
Ex-wife	0	Arson	Knife
Father	0	Prostitution	Blunt Object
Stepfather	0	Old Sex Offcr	Strongarm ^a
Mother	0	Narcotics	Poison
Stepmother	0	Gambling	Pushy/Window
In law	0	Unspec. Felony	Explosives
Son	0	Suspect. Felony	Fire
Stepson	0	Family Vial	Narcotics
Daughter	0	Romant. Trang.	Drowning
Stepdaughter	0	Child by Sister	Strangulation
Brother	0	Illegal Abortion	Asphyxiation
Sister	0	Brawl-Alcohol	Other Weapon
Other Family	0	Brawl-Narcotics	—
Boyfriend	0	Argument-\$/Prop	Hands, fist, feet, etc.
Girlfriend	0	Argument-Other	—
Same Sex Relat!	0	Adult Gang/Mob	—
Friend	0	Juvenile Gang	—
Neighbor	0	Sniper/Drive-by	—
Employee	0	Institution Killing	—
Employer	0	Felon by Citizen	—
Acquaintance	0	Felon by Police	—
Offl Known Pers	0	Other Circum.	—
Stranger	3	Unknown	—
Unknown	0		

Rape	n (clr)*
Completed	1 (1)
Attempted	0 (0)

Aggravated Assault	n (clr)
Firearm	0 (0)
Knife, Cutting Instrument	0 (0)
Other Dangerous Weapon	3 (3)
Strongarm (hands, feet, etc.)	7 (7)

Other Offenses	n (clr)	n
Negligent Manslaughter	0 (0)	Officer Killed
Simple Assault	0 (0)	Family Violence
Officer Assaulted	3 (3)	Homicide

*In offense; clr: clearance.

Clearances	n (clr)	Total	Average
Murder	0	\$0	—
Rape	1	\$0	\$0
Robbery	1	\$455	\$455
Aggravated Assault	0	\$0	—
Burglary	0	\$0	—
Larceny	9	\$2,250	\$250
MV Theft	1	\$30,000	\$30,000
Arson	0	\$0	—
Crime Index Total¹:	26	\$202,079	\$2,350

Value Recovered: \$0

Robbery	n (clr)	Total Loss	Avg. Loss
Highway/Street	0	\$0	\$0
Gas Station	2	\$3,089	\$1,545
Convenience Store	1	\$455	\$455
Bank	0	\$0	\$0
Other Business	0	\$0	\$0
Residence	1	\$30,000	\$30,000
Miscellaneous	0	\$0	\$0

Firearm	n (clr)	Total Loss	Avg. Loss
Knife, Sharp Instrument	1 (0)	\$0	\$0
Other Dangerous Weapon	2 (1)	\$0	\$0
Strongarm (hands, feet, etc.)	0 (0)	\$0	\$0

Burglary	n (clr)	Total Loss	Avg. Loss
Residence Night	2	\$1,855	\$928
Residence Day	20	\$47,600	\$2,380
Residence Unknown	3	\$2,250	\$750
Non-residence Night	8	\$2,510	\$314
Non-residence Day	1	\$9,080	\$9,080
Non-residence Unknown	2	\$4,735	\$2,368

Forcible Entry	n (clr)	Total Loss	Avg. Loss
Unlawful Entry-No Force	10 (1)	\$0	\$0
Attempt Forcible Entry	1 (0)	\$0	\$0

Larceny	n (clr)	Total Loss	Avg. Loss
Pocket-picking	0	\$0	\$0
Purse-snatching	0	\$0	\$0
Shoplifting	0	\$0	\$0
Items from Motor Vehicles	5	\$7,461	\$1,492
MV Parts & Accessories	4	\$28,575	\$7,144
Bicycles	0	\$0	\$0
Items from Buildings	3	\$7,880	\$2,627
From Coin-op Machines	2	\$1,510	\$755
All Other	13	\$16,784	\$1,291

\$200 and Over	n (clr)	Total Loss	Avg. Loss
\$200 to \$2000	22	\$61,841	\$2,811
\$50 to \$200	3	\$357	\$119
Under \$50	2	\$12	\$6

Motor Vehicle Theft	n (clr)	Total Loss	Avg. Loss
Auto	6 (1)	\$0	\$0
Trucks & Buses	2 (0)	\$0	\$0
Other Vehicles	0 (0)	\$0	\$0

Arson	n (clr)	Total Loss	Avg. Loss
Structural	0 (0)	\$0	\$0
Mobile	0 (0)	\$0	\$0
Other	0 (0)	\$0	\$0

UCR Program

NIBRS

Family
Violence

Hate Crime

SPRAMIS



William Gary Lopez

Department of Public Safety
Connecticut State Police
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Crimes & Data Analysis Unit
Connecticut State Police

To:	Detective Lucier	Fax:	207-6248765
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Crimes Unit - 203-238-6552

Jackie Sofield

2001
data

CRIMINAL INVESTIGATIONS TOWN OF LEDYARD AND CASINO

1995 TO 2000

Crimes	1995		1996		1997		1998		1999		2000	
	Ledyard	Casino										
<u>Murder/Neg Manslaughter</u>	0	0	1	0	3	0	0	0	0	0	0	0
Rape	4	0	1	0	3	2	2	0	1	0	11/2	18%>
Robbery	4	1	2	3	6	0	0	2	5	2	17/8	47%>
Aggravated Assault	31	20	23	16	34	13	29	16	21	18	138/85	60%>
Burglary	56	4	69	1	49	6	22	14	27	11		
Larceny	123	848	80	518	102	538	84	737	91	489	313/480	650%>!
Motor Vehicle Theft	13	41	6	28	11	13	9	6	2	5	41/93	220%>
Arson	2	0	0	0	2	0	0	0	1	0		
Forgery/Counterfeit	1	4	1	9	1	1	2	2	2	2		
Fraud	2	1	1	1	3	2	5	1	1	0		
Sale/Possession drugs	18	22	34	19	28	13	16	27	13	13		
Simple assault	8	3	4	5	4	4	9	5	8	6	33/23	70%>
Vandalism	84	11	90	13	90	8	56	9	60	16		
Weapons Violations	8	3	10	1	8	2	9	4	3	0	38/10	26%>
Other Sex Offenses	17	6	12	4	12	4	17	8	13	4		
Disorderly Conduct	69	52	60	44	41	32	35	31	48	39	253/198	78%>
Embezzlement	0	0	0	0	0	0	0	0	0	0		
Driving Under the Influence	27	3	42	13	51	5	30	3	34	1		
Liquor Laws	2	1	7	0	1	1	1	0	1	1		
Runaways	12	0	11	0	18	0	6	0	10	0		
Offenses against the family	3	3	1	2	1	0	0	5	1	6	6/16	260%>
Illegal Gambling	0	0	0	0	0	0	0	0	0	1		
All Other Offenses	58	208	68	151	73	113	32	119	36	146		
Grand Total	542	1,231	523	828	541	757	364	989	378	760		

SOURCE: SPR642 FOR MURDER THROUGH MOTOR VEHICLE THEFT IN 1997, SINGLE-WRITE PARAMETERS FOR ALL PART TWO CRIMES. (1998-1999 ALL PART ONES AND PART TWO CRIMES FROM SINGLE-WRITE PARAMETERS) CASINO DATA IS ALL SINGLE WRITE PARAMETERS. PARAMETERS ARE RUN FROM E SPR683-C INVESTIGATION REPORT AND REFLECTS THE FIRST STATUTE LISTED ON THE REPORT.

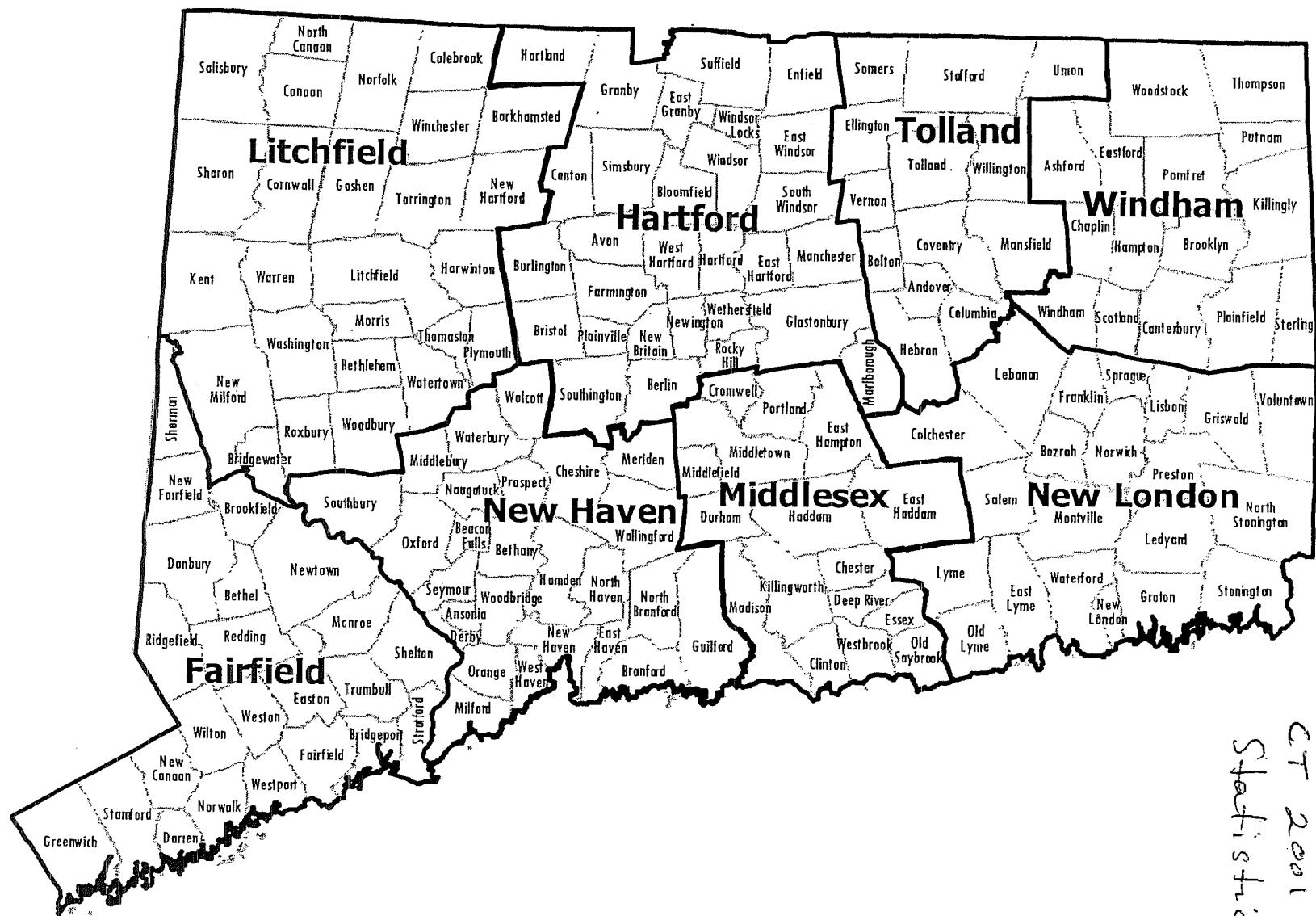
CRIMINAL INVESTIGATIONS TOWN OF MONTVILLE AND THE MOGEGANS SUN CASINOS

1997 TO 2000

Crimes	1997		1998		1999		2000	
	Montville	Casino	Montville	Casino	Montville	Casino	Montville	Casino
<i>Murder/NonNeg Manslaughter</i>	-1	0	0	0	2	1		
<i>Rape</i>	3	0	0	0	0	0		
<i>Robbery</i>	6	2	3	1	7	0		
<i>Aggravated Assault</i>	62	6	58	6	66(84)	8		
<i>Burglary</i>	74	2	50	1	57	1		
<i>Larceny</i>	154	251	109	299	119	275		
<i>Motor Vehicle Theft</i>	18	7	13	4	12	3		
<i>Arson</i>	0	0	3	0	0	0		
<i>Forgery/Counterfeit</i>	0	0	0	0	1	1		
<i>Fraud</i>	6	2	1	1	6	4		
<i>Sale/Possession drugs</i>	37	5	41	5	44	3		
<i>Simple assault</i>	10	1	19	3	18	4		
<i>Vandalism</i>	133	7	86	3	82	2		
<i>Weapons Violations</i>	7	2	9	0	6	1		
<i>Other Sex Offenses</i>	24	6	26	4	11	1		
<i>Disorderly Conduct</i>	90	46	112	28	105	25		
<i>Embezzlement</i>	0	1	0	0	0	0		
<i>Driving Under the Influence</i>	102	2	76	3	117	3		
<i>Liquor Laws</i>	7	0	8	0	6	0		
<i>Runaways</i>	26	0	13	0	19	0		
<i>Offenses against the family</i>	6	1	6	0	7	3		
<i>Illegal Gambling</i>	0	1	0	1	0	1		
<i>All Other Offenses</i>	115	104	109	58	107	68		
Grand Total	881	446	742	417	810	404		

SOURCE: SPR542 FOR MURDER THROUGH MOTOR VEHICLE THEFT IN 1997, SINGLE-WRITE PARAMETERS FOR ALL PART TWO CRIMES. (1998-1999 ALL PART ONES AND PART TWO CRIMES FROM SINGLE-WRITE PARAMETERS) CASINO DATA IS ALL SINGLE WRITE PARAMETERS. PARAMETERS ARE RUN FROM THE SPRE SPR683-C INVESTIGATION REPORT AND REFLECTS THE FIRST STATUTE LISTED ON THE REPORT.

CT 2001 CR
Statistics



Offense Statistics for Year 2001

Agency
or Area:

New London County

Pop: 400,124

Index Offense	Offenses		Clearances		Value Stolen	
	Number	Rate ²	Number	Pct.	Total	Average
Murder	5	1.2	5	100.0%	\$0	\$0
Rape	66	16.5	22	33.3%	\$0	\$0
Robbery	164	41.0	101	61.6%	\$146,768	\$895
Aggravated Assault	522	130.5	419	80.3%	----	----
Burglary	1,239	309.7	253	20.4%	\$4,253,681	\$3,433
Larceny	4,487	1,121.4	1,037	23.1%	\$3,165,432	\$705
Motor Vehicle Theft	376	94.0	83	22.1%	\$2,885,414	\$7,674
Arson	41	10.2	13	31.7%	\$300,386	\$7,326
Crime Index Total¹:	6,859	1,714.2	1,920	28.0%	\$10,451,295	\$1,524

¹ Arson not included² All rates per 100,000 persons; crime rate of rape per 100,000 females is 32.0

Value Recovered: \$2,438,194

Murder	V-O Relationship	Circumstance	Weapon	n (clr)	Total Loss	Avg. Loss
Husband	0	Rape	Handgun	2		
Conn Law Husband	0	Robbery	Rifle	0		
Ex-husband	0	Burglary	Shotgun	0		
Wife	1	Larceny	Other Gun	1		
Conn Law Wife	0	MV Theft	Inspec. Firearm	0		
Ex-wife	0	Arson	Knife	0		
Father	0	Prostitution	Blunt Object	1		
Stepfather	0	Oth Sex Offen	Strongarm*	1		
Mother	0	Narcotics	Poison	0		
Stepmother	0	Gambling	Push/Window	0		
In-laws	0	Unspec. Felony	Explosives	0		
Son	0	Suspect. Felony	Fire	0		
Stepson	0	Family Viol	Narcotics	0		
Daughter	0	Romant. Triang.	Drowning	0		
Stepdaughter	0	Child by Sitter	Strangulation	0		
Brother	0	Illegal Abortion	Asphyxiation	0		
Sister	0	Brawl - Alcohol	Other Weapon	0		
Other Family	0	Brawl - Narcotics				
Boyfriend	0	Argument-\$/Prop	*hands, fist, feet, etc.			
Girlfriend	0	Argument-Other				
Same Sex Relat	1	Adult Gang/Hob				
Friend	0	Juvenile Gang				
Neighbor	0	Sniper/Drive-by				
Employee	0	Institution Killing				
Employer	0	Felon by Citizen				
Acquaintance	2	Felon by Police				
Oth Known Pers	0	Other Circum.				
Stranger	1	Unknown	2			
Unknown	0					
Rape		n (clr)*				
Completed		43 (11)				
Attempted		23 (11)				
Aggravated Assault		n (clr)				
Firearm		34 (16)				
Knife, Cutting Instrument		87 (75)				
Other Dangerous Weapon		124 (93)				
Strongarm (hands, feet, etc.)		277 (235)				
Other Offenses		n (clr)				
Negligent Manslaughter	0 (0)	Officer Killed	0			
Simple Assault	1413 (1165)	Family Violence	1571			
Officer Assaulted	88 (87)	Hate Crime	12			

*n: offense; clr: clearance.

Offense Data by Contributor

Crime in Connecticut 2001

Offense Statistics for Year 2001			Agency or Area:	Ledyard	Pop:	14,771
Index Offense	Offenses Number	Rate ²	Clearances Number	Pct.	Value Stolen	
					Total	Average
Murder	0	0.0	0	----	\$0	-----
Rape	0	0.0	0	----	\$0	-----
Robbery	3	20.3	2	66.7%	\$20,004	\$6,668
Aggravated Assault	28	189.6	25	89.3%	-----	-----
Burglary	35	237.0	4	11.4%	\$131,379	\$3,754
Larceny	82	555.1	28	34.1%	\$65,144	\$794
Motor Vehicle Theft	7	47.4	1	14.3%	\$125,901	\$17,986
Arson	1	6.8	0	0.0%	\$200,000	\$200,000
Crime Index Total¹:	155	1,049.4	60	38.7%	\$342,428	\$2,209

¹ Arson not included² All rates per 100,000 persons; crime rate of rape per 100,000 females is 0.0

Murder V-O Relationship	Circumstance	Weapon	n (clr)	Total Loss	Avg. Loss
Husband	Rape	Handgun	0	\$0	\$0
Com Law Husband	Robbery	Rifle	0	\$0	\$0
Ex-husband	Burglary	Shotgun	0	\$0	\$0
Wife	Larceny	Other Gun	0	\$0	\$0
Com Law Wife	MV Theft	Unspec. Firearm	0	\$0	\$0
Ex-wife	Arson	Knife	0	\$0	\$0
Father	Prostitution	Blunt Object	0	\$0	\$0
Stepfather	Oth Sex Offen	Strongarm*	0	\$0	\$0
Mother	Narcotics	Poison	0	\$0	\$0
Stepmother	Gambling	Push/Window	0	\$0	\$0
In-law	Unspec Felony	Explosives	0	\$0	\$0
Son	Suspect, Felony	Fire	0	\$0	\$0
Stepson	Family Viol	Narcotics	0	\$0	\$0
Daughter	Romant. Trian.	Drowning	0	\$0	\$0
Stepdaughter	Child by Slter	Strangulation	0	\$0	\$0
Brother	Illegal Abortion	Asphyxiation	0	\$0	\$0
Sister	Brawl-Alcohol	Other Weapon	0	\$0	\$0
Other Family	Brawl Narcotics		0	\$0	\$0
Boyfriend	Argument-\$/Prop	Hands, Fist, feet, etc.	0	\$0	\$0
Girlfriend	Argument-Other		0	\$0	\$0
Same Sex Relat	Adult Gang/Mob		0	\$0	\$0
Friend	Juvenile Gang		0	\$0	\$0
Neighbor	Sniper/Drive-by		0	\$0	\$0
Employee	Institution Killing		0	\$0	\$0
Employer	Felon by Citizen		0	\$0	\$0
Acquaintance	Felon by Police		0	\$0	\$0
Oth Known Pers	Other Circum.		0	\$0	\$0
Stranger	Unknown		0	\$0	\$0
Unknown			0	\$0	\$0
Rape	n (clr)*				
Completed	0 (0)				
Attempted	0 (0)				
Aggravated Assault	n (clr)				
Firearm	1 (1)				
Knife, Cutting Instrument	0 (0)				
Other Dangerous Weapon	2 (2)				
Strongarm (hands, feet, etc.)	25 (22)				
Other Offenses	n (clr)	n			
Negligent Manslaughter	0 (0)	Officer Killed	0		
Simple Assault	4 (3)	Family Violence	48		
Officer Assaulted	1 (1)	Hate Crime	0		

*n: offense; clr: clearance.

Offense Statistics for Year 2001		Agency or Area:	Foxwoods Casino	Pop:	-
Index Offense	Offenses		Clearances		Value Stolen
	Number	Rate ²	Number	Pct.	Total
Murder	0	----	0	----	\$0
Rape	0	----	0	----	\$0
Robbery	3	----	0	0.0%	\$35,055
Aggravated Assault	13	----	12	92.3%	-----
Burglary	15	----	0	0.0%	\$163,386
Larceny	567	----	29	5.1%	\$391,879
Motor Vehicle Theft	2	----	0	0.0%	\$11,000
Arson	0	----	0	----	\$0
Crime Index Total¹:	600	----	41	6.8%	\$601,320
					\$1,002

¹ Arson not included² Not applicable

Value Recovered: \$25,045

Murder	V-O Relationship	Circumstance	Weapon
Husband	0	Rape	0
Con Law Husband	0	Robbery	0
Ex-husband	0	Burglary	0
Wife	0	Larceny	0
Con Law Wife	0	MV Theft	0
Ex-wife	0	Arson	0
Father	0	Prostitution	0
Stepfather	0	Oth Sex Offen	0
Mother	0	Narcotics	0
Stepmother	0	Gambling	0
In-law	0	Unspec Felony	0
Son	0	Suspect, Felony	0
Stepson	0	Family Viol	0
Daughter	0	Roman: Triang.	0
Stepdaughter	0	Child by Sitter	0
Brother	0	Illegal Abortion	0
Sister	0	Asphyxiation	0
Other Family	0	Brawl - Alcohol	0
Boyfriend	0	Brawl - Narcotics	0
Girlfriend	0	Argument-\$/Prop	0
Same Sex Relat	0	Argument-Other	0
Friend	0	Adult Gang/Mob	0
Neighbor	0	Juvenile Gang	0
Employee	0	Sniper/Drive-by	0
Employer	0	Institution Killing	0
Acquaintance	0	Felon by Citizen	0
Other Known Pers	0	Felon by Police	0
Stranger	0	Other Circum.	0
Unknown	0	Unknown	0

Robbery	n (clr)	Total Loss	Avg. Loss
Highway/Street	0	\$0	\$0
Gas Station	0	\$0	\$0
Convenience Store	0	\$0	\$0
Bank	0	\$0	\$0
Other Business	0	\$0	\$0
Residence	0	\$0	\$0
Miscellaneous	3	\$35,055	\$11,685

Burglary	n (clr)	Total Loss	Avg. Loss
Residence Night	0	\$0	\$0
Residence Day	1	\$95	\$95
Residence Unknown	1	\$100	\$100
Non-residence Night	4	\$156,300	\$39,075
Non-residence Day	5	\$5,287	\$1,057
Non-residence Unknown	4	\$1,604	\$401

Forcible Entry	n (clr)	Total Loss	Avg. Loss
Unlawful Entry-No Force	7	\$0	\$0
Attempt Forcible Entry	1	\$0	\$0

Larceny	n (clr)	Total Loss	Avg. Loss
Pocket-picking	4	\$5,354	\$1,339
Purse-snatching	12	\$16,352	\$1,363
Shoplifting	8	\$135,045	\$16,881
Items from Motor Vehicles	13	\$9,733	\$749
MV Parts & Accessories	1	\$74	\$74
Bicycles	0	\$0	\$0
Items from Buildings	10	\$14,597	\$1,460
From Coin-op Machines	3	\$2,156	\$719
All Other	516	\$208,568	\$404

\$200 and Over	246	\$367,957	\$1,496
\$50 to \$200	218	\$22,118	\$101
Under \$50	103	\$1,804	\$18

Motor Vehicle Theft	n (clr)	Total Loss	Avg. Loss
Auto	2	\$0	\$0
Trucks & Buses	0	\$0	\$0
Other Vehicles	0	\$0	\$0

Arson	n (clr)	Total Loss	Avg. Loss
Structural	0	\$0	\$0
Mobile	0	\$0	\$0
Other	0	\$0	\$0

Other Offenses	n (clr)	n
Negligent Manslaughter	0 (0)	0
Simple Assault	7 (6)	9
Officer Assaulted	1 (1)	0

*n: offense; clr: clearance.

Offense Data by Contributor

Crime in Connecticut 2001

Offense Statistics for Year 2001			Agency or Area:	Montville	Pop:	18,653
Index Offense	Offenses	Clearances		Value Stolen		
	Number	Rate ²	Number	Pct.	Total	Average
Murder	0	0.0	0	----	\$0	----
Rape	0	0.0	0	----	\$0	----
Robbery	2	10.7	0	0.0%	\$350	\$175
Aggravated Assault	63	337.7	54	85.7%	-----	-----
Burglary	107	573.6	34	31.8%	\$91,824	\$858
Larceny	110	589.7	27	24.5%	\$109,859	\$999
Motor Vehicle Theft	14	75.1	5	35.7%	\$106,645	\$7,618
Arson	1	5.4	1	100.0%	\$1	\$1
Crime Index Total¹:	296	1,586.9	120	40.5%	\$308,678	\$1,043

¹ Arson not included² All rates per 100,000 persons; crime rate of rape per 100,000 females is 0.0

Murder	n (clr)	Total Loss	Avg. Loss
Husband	0	\$0	\$0
Com Law Husband	0	\$0	\$0
Ex-husband	0	\$0	\$0
Wife	0	\$0	\$0
Com Law Wife	0	\$0	\$0
Ex-wife	0	\$0	\$0
Father	0	\$0	\$0
Stepfather	0	\$0	\$0
Mother	0	\$0	\$0
Stepmother	0	\$0	\$0
In-law	0	\$0	\$0
Son	0	\$0	\$0
Stepson	0	\$0	\$0
Daughter	0	\$0	\$0
Stepdaughter	0	\$0	\$0
Brother	0	\$0	\$0
Sister	0	\$0	\$0
Other Family	0	\$0	\$0
Boyfriend	0	\$0	\$0
Girlfriend	0	\$0	\$0
Same Sex Relat	0	\$0	\$0
Friend	0	\$0	\$0
Neighbor	0	\$0	\$0
Employee	0	\$0	\$0
Employer	0	\$0	\$0
Acquaintance	0	\$0	\$0
Other Known Pers	0	\$0	\$0
Stranger	0	\$0	\$0
Unknown	0	\$0	\$0

Rape	n (clr)*	Total Loss	Avg. Loss
Completed	0 (0)	\$0	\$0
Attempted	0 (0)	\$0	\$0

Aggravated Assault	n (clr)	Total Loss	Avg. Loss
Firearm	3 (1)	\$0	\$0
Knife, Cutting Instrument	3 (3)	\$0	\$0
Other Dangerous Weapon	7 (6)	\$0	\$0
Strongarm (hands, feet, etc.)	50 (44)	\$0	\$0

Other Offenses	n (clr)	Total Loss	Avg. Loss
Negligent Manslaughter	0 (0)	\$0	\$0
Simple Assault	24 (22)	\$0	\$0
Officer Assaulted	5 (5)	\$0	\$0

*n: offense; clr: clearance.

Offense Statistics for Year 2001Agency or Area: **Mohegan Sun Casino** Pop: _____

Index Offense	Offenses		Clearances		Value Stolen	
	Number	Rate ²	Number	Pct.	Total	Average
Murder	0	----	0	----	\$0	-----
Rape	0	----	0	----	\$0	-----
Robbery	2	----	1	50.0%	\$400	\$200
Aggravated Assault	6	----	6	100.0%	-----	-----
Burglary	0	----	0	----	\$0	-----
Larceny	81	----	34	42.0%	\$135,753	\$1,676
Motor Vehicle Theft	3	----	1	33.3%	\$53,000	\$17,667
Arson	0	----	0	----	\$0	-----
Crime Index Total¹:	92	----	42	45.7%	\$189,153	\$2,056

¹ Arson not included² Not applicable**Value Recovered:** \$10,898

Murder V-O Relationship	Circumstance	Weapon
Husband	Rape	Handgun
Com Law Husband	Robbery	Rifle
Ex-husband	Burglary	Shotgun
Wife	Larceny	Other Gun
Com Law Wife	MV Theft	Unspec. Firearm
Ex-wife	Arson	Knife
Father	Prostitution	Blunt Object
Stepfather	Other Sex Offen	Strongarm*
Mother	Narcotics	Poison
Stepmother	Gambling	Push/Window
In-law	Unspec. Felony	Explosives
Son	Suspect. Felony	Fire
Stepson	Family Viol	Narcotics
Daughter	Romant. Triang.	Drowning
Stepdaughter	Child by Slter	Strangulation
Brother	Illegal Abortion	Asphyxiation
Sister	Brawl -Alcohol	Other Weapon
Other Family	Brawl -Narcotics	
Boyfriend	Argument-\$/Prop	Hands, fist, feet, etc.
Girlfriend	Argument-Other	
Same Sex Relat	Adult Gang/Mob	
Friend	Juvenile Gang	
Neighbor	Sniper/Drive-by	
Employee	Institution Killing	
Employer	Felon by Citizen	
Acquaintance	Felon by Police	
Old Known Pers	Other Circum.	
Stranger	Unknown	
Unknown		

Rape	n (clr)*
Completed	0 (0)
Attempted	0 (0)

Aggravated Assault	n (clr)
Firearm	0 (0)
Knife, Cutting Instrument	0 (0)
Other Dangerous Weapon	0 (0)
Strongarm (hands, feet, etc.)	6 (6)

Other Offenses	n (clr)	n	
Negligent Manslaughter	0 (0)	Officer Killed	0
Simple Assault	4 (2)	Family Violence	3
Officer Assaulted	2 (2)	Hate Crime	0

Robbery	n (clr)	Total Loss	Avg. Loss
Highway/Street	0	\$0	\$0
Gas Station	0	\$0	\$0
Convenience Store	0	\$0	\$0
Bank	0	\$0	\$0
Other Business	1	\$400	\$400
Residence	0	\$0	\$0
Miscellaneous	1	\$0	\$0
Firearm	0 (0)		
Knife, Sharp Instrument	0 (0)		
Other Dangerous Weapon	0 (0)		
Strongarm (hands, feet, etc.)	2 (1)		

Burglary	n (clr)	Total Loss	Avg. Loss
Residence-Night	0	\$0	\$0
Residence-Day	0	\$0	\$0
Residence Unknown	0	\$0	\$0
Non-residence Night	0	\$0	\$0
Non-residence Day	0	\$0	\$0
Non-residence Unknown	0	\$0	\$0
Forcible Entry	0 (0)		
Unlawful Entry-No Force	0 (0)		
Attempt Forcible Entry	0 (0)		

Larceny	n	Total Loss	Avg. Loss
Pocket-picking	2	\$12,350	\$6,175
Purse-snatching	5	\$2,746	\$549
Shoplifting	3	\$10,055	\$3,352
Items from Motor Vehicles	3	\$984	\$328
MV Parts & Accessories	1	\$35	\$35
Bicycles	0	\$0	\$0
Items from Buildings	10	\$19,011	\$1,901
From Coin-op Machines	2	\$212	\$106
All Other	55	\$90,360	\$1,643
\$200 and Over	49	\$133,435	\$2,723
\$50 to \$200	20	\$2,115	\$106
Under \$50	12	\$203	\$17

Motor Vehicle Theft	n (clr)
Auto	3 (1)
Trucks & Buses	0 (0)
Other Vehicles	0 (0)

Arson	n (clr)	Total Loss	Avg. Loss
Structural	0 (0)	\$0	\$0
Mobile	0 (0)	\$0	\$0
Other	0 (0)	\$0	\$0

*n: offense; clr: clearance.

Offense Statistics for Year 2001			Agency or Area:	Groton City	Pop:	10,067
Index Offense	Offenses Number	Rate ²	Clearances Number	Pct.	Value Stolen	
					Total	Average
Murder	0	0.0	0	-----	\$0	-----
Rape	5	49.7	0	0.0%	\$0	\$0
Robbery	6	59.6	3	50.0%	\$180	\$30
Aggravated Assault	10	99.3	8	80.0%	-----	-----
Burglary	57	566.2	10	17.5%	\$31,916	\$560
Larceny	183	1,817.8	14	7.7%	\$229,699	\$1,255
Motor Vehicle Theft	8	79.5	1	12.5%	\$64,257	\$8,032
Arson	0	0.0	0	-----	\$0	-----
Crime Index Total¹:	269	2,672.1	36	13.4%	\$326,052	\$1,212

¹ Arson not included

Value Recovered: \$49,984

² All rates per 100,000 persons; crime rate of rape per 100,000 females is 96.3

Murder		Robbery		n (clr)	Total Loss	Avg. Loss
Husband	0	Rape	0	Handgun	0	\$0
Com Law Husband	0	Robbery	0	Rifle	0	\$40
Ex-husband	0	Burglary	0	Shotgun	0	\$0
Wife	0	Larceny	0	Other Gun	0	\$0
Com Law Wife	0	MV Theft	0	Unspec. Firearm	0	\$0
Ex-wife	0	Arson	0	Knife	0	\$0
Father	0	Prostitution	0	Blunt Object	0	(0)
Stepfather	0	Oth Sex Offen	0	Strongarm ^a	0	(0)
Mother	0	Narcotics	0	Poison	0	(0)
Stepmother	0	Gambling	0	Push/Window	0	(0)
In-law	0	Unspec Felony	0	Explosives	0	(0)
Son	0	Suspect. Felony	0	Fire	0	(0)
Stepson	0	Family Viol	0	Narcotics	0	(0)
Daughter	0	Romant. Trang.	0	Drowning	0	(0)
Stepdaughter	0	Child by Sister	0	Strangulation	0	(0)
Brother	0	Illegal Abortion	0	Asphyxiation	0	(0)
Sister	0	Brawl -Alcohol	0	Other Weapon	0	(0)
Other Family	0	Brawl -Narcotics	0			
Boyfriend	0	Argument-S/Prop	0	hands, fist, feet, etc.		
Girlfriend	0	Argument-Other	0			
Same Sex Relat	0	Adult Gang/Mob	0			
Friend	0	Juvenile Gang	0			
Neighbor	0	Sniper/Drive-by	0			
Employee	0	Institution Killing	0			
Employer	0	Felon by Citizen	0			
Acquaintance	0	Felon by Police	0			
Oth Known Pers	0	Other Circum.	0			
Stranger	0	Unknown	0			
Unknown	0					
Rape		n (clr)*				
Completed	5 (0)					
Attempted	0 (0)					
Aggravated Assault		n (clr)				
Firearm	2 (2)					
Knife, Cutting Instrument	0 (0)					
Other Dangerous Weapon	2 (1)					
Strongarm (hands, feet, etc.)	6 (5)					
Other Offenses		n (clr)		n		
Murderous Manslaughter	0 (0)	Officer Killed	0			
Simple Assault	203 (173)	Family Violence	137			
Officer Assaulted	4 (4)	Hate Crime	0			
Arson		n (clr)				
Structural	0 (0)				\$0	\$0
Mobile	0 (0)				\$0	\$0
Other	0 (0)				\$0	\$0

*n: offense; clr: clearance.

Offense Statistics for Year 2001

Agency or Area: Groton Long Pt. Pop: 671

Index Offense	Offenses		Clearances		Value Stolen	
	Number	Rate ²	Number	Pct.	Total	Average
Murder	0	0.0	0	----	\$0	----
Rape	0	0.0	0	----	\$0	----
Robbery	1	149.0	1	100.0%	\$10	\$10
Aggravated Assault	3	447.1	3	100.0%	-----	-----
Burglary	4	596.1	0	0.0%	\$41,563	\$10,391
Larceny	11	1,639.3	6	54.5%	\$2,491	\$226
Motor Vehicle Theft	0	0.0	0	----	\$0	----
Arson	0	0.0	0	----	\$0	----
Crime Index Total¹:	19	2,831.6	10	52.6%	\$44,064	\$2,319

¹ Arson not included² All rates per 100,000 persons; crime rate of rape per 100,000 females is 0.0

Value Recovered: \$122

Murder		Robbery		Burglary			Larceny			Motor Vehicle Theft			Arson		
V-O Relationship	Circumstance	Weapon	n (clr)	Total Loss	Avg. Loss	n (clr)	Total Loss	Avg. Loss	n (clr)	Total Loss	Avg. Loss	n (clr)	Total Loss	Avg. Loss	
Husband	Rape	Handgun	0	\$0	\$0	0	\$0	\$0	1	\$4,950	\$4,950	0	\$0	\$0	
Com Law Husb	Robbery	Rifle	0	\$0	\$0	0	\$0	\$0	1	\$36,514	\$36,514	0	\$0	\$0	
Ex-husband	Burglary	Shotgun	0	\$0	\$0	0	\$0	\$0	0	\$99	\$99	0	\$0	\$0	
Wife	Larceny	Other Gun	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	
Com Law Wife	MV Theft	Unspec. Firearm	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	
Ex-wife	Arson	Knife	0	\$0	\$0	0	\$0	\$0	1	\$10	\$10	0	\$0	\$0	
Father	Prostitution	Blunt Object	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	
Stepfather	Other Sex Offen	Strongarm*	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	
Mother	Narcotics	Poison	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	
Stepmother	Gambling	Push/Window	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	
In-law	Unspec. Felony	Explosives	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	
Son	Suspect. Felony	Fire	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	
Stepson	Family Viol	Narcotics	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	
Daughter	Romant. Triang.	Drowning	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	
Stepdaughter	Child by Sitter	Strangulation	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	
Brother	Illegal Abortion	Asphyxiation	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	
Sister	Brawl-Alcohol	Other Weapon	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	
Other Family	Brawl-Narcotics	0	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	
Boyfriend	Argument-\$/Prop	Hands, fist, feet, etc.	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	
Girlfriend	Argument-Other	0	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	
Same Sex Relat	Adult Gang/Mob	0	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	
Friend	Juvenile Gang	0	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	
Neighbor	Sniper/Drive-by	0	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	
Employee	Institution Killing	0	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	
Employer	Felon by Citizen	0	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	
Acquaintance	Felon by Police	0	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	
Oth Known Pers	Other Circum.	0	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	
Stranger	Unknown	0	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	
Rape	n (clr)*														
Completed	0 (0)														
Attempted	0 (0)														
Aggravated Assault	n (clr)														
Firearm	0 (0)														
Knife, Cutting Instrument	0 (0)														
Other Dangerous Weapon	0 (0)														
Strongarm (hands, feet, etc.)	3 (3)														
Other Offenses	n (clr)	n													
Negligent Manslaughter	0 (0)	Officer Killed	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	
Simple Assault	0 (0)	Family Violence	3	\$0	\$0	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	
Officer Assaulted	0 (0)	Hate Crime	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	0	\$0	\$0	

*n: offense; clr: clearance.

Offense Statistics for Year 2001			Agency or Area:	Groton Town	Pop:	29,398
Index Offense	Offenses Number	Rate ²	Clearances Number	Pct.	Value Stolen Total	Average
Murder	1	3.4	1	100.0%	\$0	\$0
Rape	27	91.8	12	44.4%	\$0	\$0
Robbery	28	95.2	18	64.3%	\$12,121	\$433
Aggravated Assault	31	105.4	21	67.7%	-----	-----
Burglary	97	330.0	17	17.5%	\$32,204	\$332
Larceny	552	1,877.7	127	23.0%	\$224,608	\$407
Motor Vehicle Theft	21	71.4	4	19.0%	\$188,645	\$8,983
Arson	2	6.8	1	50.0%	\$0	\$0
Crime Index Total¹:	757	2,575.0	200	26.4%	\$457,578	\$604

¹ Arson not included

Value Recovered: \$188,045

² All rates per 100,000 persons; crime rate of rape per 100,000 females is 178.0

Murder		Robbery		Burglary		Larceny			
V-O Relationship	Circumstance	Weapon	n (clr)	Total Loss	Avg. Loss	n (clr)	Total Loss	Avg. Loss	
Husband	Rape	Handgun	1	\$371	\$62	Highway/Street	6	\$371	\$62
Com Law Hush	Robbery	Rifle	0	\$0	\$0	Gas Station	0	\$0	\$0
Ex-husband	Burglary	Shotgun	0	\$0	\$0	Convenience Store	1	\$0	\$0
Wife	Larceny	Other Gun	0	\$0	\$0	Bank	3	\$9,419	\$3,140
Com Law Wife	MV Theft	Unspec. Firearm	0	\$0	\$0	Other Business	4	\$1,683	\$421
Ex-wife	Arson	Knife	0	\$0	\$0	Residence	3	\$325	\$108
Father	Prostitution	Blunt Object	0	\$0	\$0	Miscellaneous	11	\$323	\$29
Stepfather	Oth Sex Offen	Strongarm*	0	\$0	\$0	Firearm	5 (1)	\$0	\$0
Mother	Narcotics	Poison	0	\$0	\$0	Knife, Sharp Instrument	1 (1)	\$0	\$0
Stepmother	Gambling	Push/Window	0	\$0	\$0	Other Dangerous Weapon	2 (2)	\$0	\$0
In-law	Unspec. Felony	Explosives	0	\$0	\$0	Strongarm (hands, feet, etc.)	20 (14)	\$0	\$0
Son	Suspect. Felony	Fire	0	\$0	\$0	Burglary	n (clr)	Total Loss	Avg. Loss
Stepson	Family Viol	Narcotics	0	\$0	\$0	Residence Night	16	\$1,146	\$72
Daughter	Romant. Triang.	Drowning	0	\$0	\$0	Residence Day	45	\$4,754	\$106
Stepdaughter	Child by Sitter	Strangulation	0	\$0	\$0	Residence Unknown	14	\$12,962	\$926
Brother	Illegal Abortion	Asphyxiation	0	\$0	\$0	Non-residence Night	7	\$3,342	\$477
Sister	Brawl -Alcohol	Other Weapon	0	\$0	\$0	Non-residence Day	1	\$1,800	\$1,800
Other Family	Brawl Narcotics	Hands, fist, feet, etc.	0	\$0	\$0	Non-residence Unknown	14	\$8,200	\$586
Boyfriend	Argument-\$/Prop	Hands, fist, feet, etc.	0	\$0	\$0	Forcible Entry	35 (9)	\$0	\$0
Girlfriend	Argument-Other	Knife, hands, fist, feet, etc.	0	\$0	\$0	Unlawful Entry-No Force	27 (6)	\$0	\$0
Same Sex Relat	Adult Gang/Mob	Other	0	\$0	\$0	Attempt Forcible Entry	35 (2)	\$0	\$0
Friend	Juvenile Gang		0	\$0	\$0	Larceny	n (clr)	Total Loss	Avg. Loss
Neighbor	Sniper/Drive-by		0	\$0	\$0	Pocket-picking	4	\$480	\$120
Employee	Institution Killing		0	\$0	\$0	Purse-snatching	0	\$0	\$0
Employer	Felon by Citizen		0	\$0	\$0	Shoplifting	120	\$15,399	\$128
Acquaintance	Felon by Police		0	\$0	\$0	Items from Motor Vehicles	99	\$62,852	\$635
0th Known Pers	Other Circum.		0	\$0	\$0	MV Parts & Accessories	48	\$45,070	\$939
Stranger	Unknown		1	\$0	\$0	Bicycles	76	\$24,169	\$318
Unknown				\$0	\$0	Items from Buildings	75	\$14,373	\$192
Rape			n (clr)*			From Coin-op Machines	1	\$210	\$210
Completed			5 (2)			All Other	129	\$62,055	\$481
Attempted			22 (10)			\$200 and Over	198	\$202,033	\$1,020
Aggravated Assault			n (clr)			\$50 to \$200	169	\$18,891	\$112
Firearm			0 (0)			Under \$50	185	\$3,684	\$20
Knife, Cutting Instrument			7 (6)			Motor Vehicle Theft	n (clr)		
Other Dangerous Weapon			2 (1)			Auto	15 (3)		
Strongarm (hands, feet, etc.)			22 (14)			Trucks & Buses	1 (0)		
Other Offenses			n (clr)			Other Vehicles	5 (1)		
Negligent Manslaughter			0 (0)			Arson	n (clr)	Total Loss	Avg. Loss
Simple Assault			92 (77)			Structural	2 (1)	\$0	\$0
Officer Assaulted			9 (9)			Mobile	0 (0)	\$0	\$0
						Other	0 (0)	\$0	\$0

*n: offense; clr: clearance.

Offense Data by Contributor

Crime in Connecticut 2001

Offense Statistics for Year 2001 Agency or Area: **New London** Pop: **25,818**

Index Offense	Offenses		Clearances		Value Stolen	
	Number	Rate ²	Number	Pct.	Total	Average
Murder	1	3.9	1	100.0%	\$0	\$0
Rape	10	38.7	1	10.0%	\$0	\$0
Robbery	45	174.3	17	37.8%	\$10,835	\$241
Aggravated Assault	133	515.1	92	69.2%	-----	-----
Burglary	196	759.2	20	10.2%	\$2,149,202	\$10,965
Larceny	645	2,498.3	115	17.8%	\$258,606	\$401
Motor Vehicle Theft	129	499.7	10	7.8%	\$859,103	\$6,660
Arson	25	96.8	8	32.0%	\$33,484	\$1,339
Crime Index Total¹:	1,159	4,489.1	256	22.1%	\$3,277,746	\$2,828

¹ Arson not included² All rates per 100,000 persons; crime rate of rape per 100,000 females is 75.1

Murder V-O Relationship	Circumstance	Weapon
Husband	Rape	Handgun
Com Law Husband	Robbery	Rifle
Ex-husband	Burglary	Shotgun
Wife	Larceny	Other Gun
Com Law Wife	MV Theft	Unspec. Firearm
Ex-wife	Arson	Knife
Father	Prostitution	Blunt Object
Stepfather	Oth Sex Offen	Strongarm*
Mother	Narcotics	Poison
Stepmother	Gambling	Push/Window
In-law	Unspec Felony	Explosives
Son	Suspect. Felony	Fire
Stepson	Family Viol	Narcotics
Daughter	Romant. Triang.	Drowning
Stepdaughter	Child by Sitter	Strangulation
Brother	Illegal Abortion	Asphyxiation
Sister	Brawl - Alcohol	Other Weapon
Other Family	Brawl Narcotics	
Boyfriend	Argument-\$/Prop	*hands, fist, feet, etc.
Girlfriend	Argument-Other	
Some Sex Relat	Adult Gang/Mob	
Friend	Juvenile Gang	
Neighbor	Sniper/Drive-by	
Employee	Institution Killing	
Employer	Felon by Citizen	
Acquaintance	Felon by Police	
Oth Known Pers	Other Circum.	
Stranger	Unknown	
Unknown		

Rape	n (clr)*
Completed	10 (1)
Attempted	0 (0)

Aggravated Assault	n (clr)
Firearm	15 (3)
Knife, Cutting Instrument	50 (44)
Other Dangerous Weapon	32 (19)
Strongarm (hands, feet, etc.)	36 (26)

Other Offenses	n (clr)	n	
Negligent Manslaughter	0 (0)	Officer Killed	0
Simple Assault	614 (495)	Family Violence	338
Officer Assaulted	35 (35)	Hate Crime	1

*n: offense; clr: clearance.

Robbery	n (clr)	Total Loss	Avg. Loss
Highway/Street	19	\$7,924	\$417
Gas Station	0	\$0	\$0
Convenience Store	4	\$600	\$150
Bank	1	\$0	\$0
Other Business	4	\$201	\$50
Residence	6	\$1,424	\$237
Miscellaneous	11	\$686	\$62

Burglary	n (clr)	Total Loss	Avg. Loss
Residence Night	47	\$2,041,804	\$43,443
Residence Day	80	\$63,627	\$795
Residence Unknown	13	\$8,053	\$619
Non-residence Night	25	\$10,003	\$400
Non-residence Day	31	\$25,715	\$830
Non-residence Unknown	0	\$0	\$0

Forcible Entry

151 (19)

Unlawful Entry-No Force

35 (1)

Attempt Forcible Entry

10 (0)

Larceny	n	Total Loss	Avg. Loss
Pocket-picking	2	\$140	\$70
Purse-snatching	1	\$65	\$65
Shoplifting	79	\$11,682	\$148
Items from Motor Vehicles	119	\$75,209	\$632
MV Parts & Accessories	98	\$12,502	\$128
Bicycles	39	\$8,145	\$209
Items from Buildings	148	\$73,578	\$497
From Coin-op Machines	4	\$257	\$64
All Other	155	\$77,028	\$497

\$200 and Over

225

\$232,766

\$1,035

\$50 to \$200

198

\$20,347

\$103

Under \$50

222

\$5,493

\$25

Motor Vehicle Theft	n (clr)
Auto	113 (7)
Trucks & Buses	2 (0)
Other Vehicles	14 (3)

Arson	n (clr)	Total Loss	Avg. Loss
Structural	13 (4)	\$2,430	\$187
Mobile	6 (1)	\$30,751	\$5,125
Other	6 (3)	\$303	\$51

Offense Data by Contributor

Crime in Connecticut 2001

Offense Statistics for Year 2001		Agency or Area:	North Stonington		Pop:	5,020	
Index Offense		Offenses	Clearances		Value Stolen		
		Number	Rate²	Number	Pct.	Total	Average
Murder		0	0.0	0	-----	\$0	-----
Rape		0	0.0	0	-----	\$0	-----
Robbery		0	0.0	0	-----	\$0	-----
Aggravated Assault		6	119.5	6	100.0%	-----	-----
Burglary		31	617.5	4	12.9%	\$76,334	\$2,462
Larceny		35	697.2	5	14.3%	\$22,473	\$642
Motor Vehicle Theft		7	139.4	0	0.0%	\$56,000	\$8,000
Arson		1	19.9	0	0.0%	\$50	\$50
Crime Index Total¹:		79	1,573.7	15	19.0%	\$154,807	\$1,960

¹ Arson not included² All rates per 100,000 persons; crime rate of rape per 100,000 females is 0.0

Murder	V-O Relationship	Circumstance	Weapon	n (clr)	Total Loss	Avg. Loss
Husband	0	Rape	0	Handgun	0	\$0
Com Law Hush	0	Robbery	0	Rifle	0	\$0
Ex-husband	0	Burglary	0	Shotgun	0	\$0
Wife	0	Larceny	0	Other Gun	0	\$0
Com Law Wife	0	MV Theft	0	Unspec. Firearm	0	\$0
Ex-wife	0	Arson	0	Knife	0	\$0
Father	0	Prostitution	0	Blunt Object	0	\$0
Step/father	0	Oth Sev Offen	0	Strongarm*	0	\$0
Mother	0	Narcotics	0	Poison	0	\$0
Stepmother	0	Gambling	0	Push/Window	0	\$0
In-law	0	Unspec. Felony	0	Explosives	0	\$0
Son	0	Suspect. Felony	0	Fire	0	\$0
Stepson	0	Family Viol	0	Narcotics	0	\$0
Daughter	0	Roman. Triang.	0	Drowning	0	\$0
Stepdaughter	0	Child by Sitter	0	Strangulation	0	\$0
Brother	0	Illegal Abortion	0	Asphyxiation	0	\$0
Sister	0	Brawl -Alcohol	0	Other Weapon	0	\$0
Other Family	0	Brawl Narcotics	0			
Boyfriend	0	Argument-\$/Prop	0			
Girlfriend	0	Argument-Other	0			
Same Sex Relat	0	Adult Gang/Mob	0			
Friend	0	Juvenile Gang	0			
Neighbor	0	Sniper/Drive-by	0			
Employee	0	Institution Killing	0			
Employer	0	Felon by Citizen	0			
Acquaintance	0	Felon by Police	0			
Other Known Pers	0	Other Circum.	0			
Stranger	0	Unknown	0			
Unknown	0					
Rape		n (clr)*				
Completed		0 (0)				
Attempted		0 (0)				
Aggravated Assault		n (clr)				
Firearm		0 (0)				
Knife, Cutting Instrument		0 (0)				
Other Dangerous Weapon		1 (1)				
Strongarm (hands, feet, etc.)		5 (5)				
Other Offenses		n (clr)	n			
Negligent Manslaughter		0 (0)	Officer Killed	0		
Simple Assault		1 (1)	Family Violence	13		
Officer Assaulted		0 (0)	Hate Crime	0		

Robbery	n (clr)	Total Loss	Avg. Loss
Highway/Street	0	\$0	\$0
Gas Station	0	\$0	\$0
Convenience Store	0	\$0	\$0
Bank	0	\$0	\$0
Other Business	0	\$0	\$0
Residence	0	\$0	\$0
Miscellaneous	0	\$0	\$0
Firearm	0 (0)		
Knife, Sharp Instrument	0 (0)		
Other Dangerous Weapon	0 (0)		
Strongarm (hands, feet, etc.)	0 (0)		

Burglary	n (clr)	Total Loss	Avg. Loss
Residence Night	2	\$1,753	\$877
Residence Day	9	\$5,255	\$584
Residence Unknown	8	\$53,662	\$6,708
Non-residence Night	5	\$11,359	\$2,272
Non-residence Day	0	\$0	\$0
Non-residence Unknown	7	\$4,305	\$615
Forcible Entry	20 (2)		
Unlawful Entry-No Force	10 (2)		
Attempt Forcible Entry	1 (0)		

Larceny	n (clr)	Total Loss	Avg. Loss
Pocket-picking	0	\$0	\$0
Purse-snatching	0	\$0	\$0
Shoplifting	0	\$0	\$0
Items from Motor Vehicles	7	\$3,480	\$497
MV Parts & Accessories	1	\$1,000	\$1,000
Bicycles	0	\$0	\$0
Items from Buildings	7	\$6,190	\$884
From Coin-op Machines	2	\$587	\$294
All Other	18	\$11,216	\$623
\$200 and Over	19	\$21,739	\$1,144
\$50 to \$200	7	\$622	\$89
Under \$50	9	\$112	\$12

Motor Vehicle Theft	n (clr)
Auto	6 (0)
Trucks & Buses	1 (0)
Other Vehicles	0 (0)

Arson	n (clr)	Total Loss	Avg. Loss
Structural	1 (0)	\$50	\$50
Mobile	0 (0)	\$0	\$0
Other	0 (0)	\$0	\$0

*n: offense; clr: clearance.

Offense Statistics for Year 2001 Agency or Area: **Stonington** Pop: **18,009**

Index Offense	Offenses		Clearances		Value Stolen	
	Number	Rate ²	Number	Pct.	Total	Average
Murder	1	5.6	1	100.0%	\$0	\$0
Rape	0	0.0	1	-----	\$0	-----
Robbery	1	5.6	3	300.0%	\$30	\$30
Aggravated Assault	4	22.2	6	150.0%	-----	-----
Burglary	18	100.0	6	33.3%	\$32,886	\$1,827
Larceny	321	1,782.4	48	15.0%	\$277,651	\$865
Motor Vehicle Theft	13	72.2	6	46.2%	\$192,500	\$14,808
Arson	2	11.1	0	0.0%	\$25,150	\$12,575
Crime Index Total¹:	358	1,987.9	71	19.8%	\$503,067	\$1,405

¹ Arson not included² All rates per 100,000 persons; crime rate of rape per 100,000 females is 0.0

Value Recovered: \$178,291

Murder		Robbery		n (clr)	Total Loss	Avg. Loss
Husband	0	Rape	0	Handgun	1	\$30
Com Law Husb	0	Robbery	0	Rifle	0	\$0
Ex-husband	0	Burglary	0	Shotgun	0	\$0
Wife	0	Larceny	0	Other Gun	0	\$0
Com Law Wife	0	MV Theft	0	Unspec. Firearm	0	\$0
Ex-wife	0	Arson	0	Knife	0	\$0
Father	0	Prostitution	0	Blunt Object	0	\$0
Stepfather	0	Oth Sev Offen	0	Strongarm*	0	\$0
Mother	0	Narcotics	0	Poison	0	\$0
Stepmother	0	Gambling	0	Pushy/Window	0	\$0
In-law	0	Unspec. Felony	0	Explosives	0	\$0
Son	0	Suspect. Felony	0	Fire	0	\$0
Stepson	0	Family Viol	0	Narcotics	0	\$0
Daughter	0	Romant. Triang.	0	Drowning	0	\$0
Stepdaughter	0	Child by Sitter	0	Strangulation	0	\$0
Brother	0	Illegal Abortion	0	Asphyxiation	0	\$0
Sister	0	Brawl -Alcohol	0	Other Weapon	0	\$0
Other Family	0	Brawl Narcotics	0			
Boyfriend	0	Argument-\$/Prop	0			
Girlfriend	0	Argument-Other	0			
Same Sex Relat	0	Adult Gang/Mob	0			
Friend	0	Juvenile Gang	0			
Neighbor	0	Sniper/Drive-by	0			
Employee	0	Institution Killing	0			
Employer	0	Felon by Citizen	0			
Acquaintance	1	Felon by Police	0			
Other Known Pers	0	Other Circum.	0			
Stranger	0	Unknown	1			
Unknown	0					
Rape		n (clr)*				
Completed			0 (1)			
Attempted			0 (0)			
Aggravated Assault		n (clr)				
Firearm			0 (0)			
Knife, Cutting Instrument			3 (3)			
Other Dangerous Weapon			0 (1)			
Strongarm (hands, feet, etc.)			1 (2)			
Other Offenses		n (clr)		n		
Negligent Manslaughter			0 (0)	Officer Killed	0	
Simple Assault	84 (74)			Family Violence	106	
Officer Assaulted	0 (0)			Hate Crime	1	
Arson		n (clr)			Total Loss	Avg. Loss
Structural			0 (0)		\$0	\$0
Mobile			1 (0)		\$25,000	\$25,000
Other			1 (0)		\$150	\$150

*n: offense; clr: clearance.

Offense Data by Contributor

Crime in Connecticut 2001

Offense Statistics for Year 2001		Agency or Area:	Norwich	Pop:	36,324		
Index Offense		Offenses	Clearances	Value Stolen			
		Number	Rate ²	Number	Pct.	Total	Average
Murder		0	0.0	0	-----	\$0	-----
Rape		19	52.3	5	26.3%	\$0	\$0
Robbery		55	151.4	46	83.6%	\$35,114	\$638
Aggravated Assault		69	190.0	47	68.1%	-----	-----
Burglary		259	713.0	84	32.4%	\$632,380	\$2,442
Larceny		781	2,150.1	223	28.6%	\$468,819	\$600
Motor Vehicle Theft		83	228.5	24	28.9%	\$514,303	\$6,196
Arson		2	5.5	1	50.0%	\$0	\$0
Crime Index Total¹:		1,266	3,485.3	429	33.9%	\$1,650,616	\$1,304

¹ Arson not included

Value Recovered: \$571,092

² All rates per 100,000 persons; crime rate of rape per 100,000 females is 101.4

Murder		Circumstance		Weapon		Robbery		
V-O Relationship						n (clr)	Total Loss	Avg. Loss
Husband	0	Rape	0	Handgun	0	22	\$10,758	\$489
Com Law Husband	0	Robbery	0	Rifle	0	3	\$1,059	\$353
Ex-husband	0	Burglary	0	Shotgun	0	6	\$1,071	\$179
Wife	0	Larceny	0	Other Gun	0	0	\$0	\$0
Com Law Wife	0	MV Theft	0	Unspec. Firearm	0	11	\$862	\$78
Ex-wife	0	Arson	0	Knife	0	3	\$575	\$192
Father	0	Prostitution	0	Blunt Object	0	10	\$20,789	\$2,079
Stepfather	0	Oth Sex Offen	0	Strongarm*	0	2 (4)		
Mother	0	Narcotics	0	Poison	0	6 (6)		
Stepmother	0	Gambling	0	Pushy/Window	0	37 (31)		
In-law	0	Unspec. Felony	0	Explosives	0			
Son	0	Suspect. Felony	0	Fire	0			
Stepson	0	Family Vital	0	Narcotics	0			
Daughter	0	Romant. Triang.	0	Drowning	0			
Stepdaughter	0	Child by Sitter	0	Strangulation	0			
Brother	0	Illegal Abortion	0	Asphyxiation	0			
Sister	0	Brawl - Alcohol	0	Other Weapon	0			
Other Family	0	Brawl Narcotics	0					
Boyfriend	0	Argument-\$/Prop	0					
Girlfriend	0	Argument-Other	0					
Some Sex Relat	0	Adult Gang/Mob	0					
Friend	0	Juvenile Gang	0					
Neighbor	0	Sniper/Drive-by	0					
Employee	0	Institution Killing	0					
Employer	0	Felon by Citizen	0					
Acquaintance	0	Felon by Police	0					
Other Known Pers	0	Other Circum.	0					
Stranger	0	Unknown	0					
Unknown	0							
Rape		n (clr)*		Burglary		Total Loss		Avg. Loss
Completed		18 (4)		Residence Night	74	\$402,759	\$5,443	
Attempted		1 (1)		Residence Day	99	\$122,654	\$1,239	
Aggravated Assault		n (clr)		Residence Unknown	0	\$0	\$0	
Firearm		1 (0)		Non-residence Night	32	\$19,670	\$615	
Knife, Cutting Instrument		15 (12)		Non-residence Day	54	\$87,297	\$1,617	
Other Dangerous Weapon		45 (32)		Non-residence Unknown	0	\$0	\$0	
Strongarm (hands, feet, etc.)		8 (3)		Forcible Entry		134 (49)		
Other Offenses		n (clr)		Unlawful Entry-No Force		124 (35)		
Negligent Manslaughter	0 (0)	Officer Killed	0	Attempt Forcible Entry		1 (0)		
Simple Assault	216 (155)	Family Violence	340	Larceny				
Officer Assaulted	23 (22)	Hate Crime	4	Pocket-picking	1	\$40	\$40	
n		n (clr)		Purse-snatching	1	\$70	\$70	
n		n (clr)		Shoplifting	125	\$20,872	\$167	
n		n (clr)		Items from Motor Vehicles	221	\$142,769	\$646	
n		n (clr)		MV Parts & Accessories	15	\$16,558	\$1,104	
n		n (clr)		Bicycles	70	\$16,053	\$229	
n		n (clr)		Items from Buildings	228	\$199,580	\$875	
n		n (clr)		From Coin-op Machines	0	\$0	\$0	
n		n (clr)		All Other	120	\$72,877	\$607	
\$200 and Over		n (clr)		Total Loss				
\$50 to \$200		n (clr)		Avg. Loss				
Under \$50		n (clr)		\$200 and Over		\$440,876	\$1,297	
		n (clr)		\$50 to \$200		\$24,080	\$109	
		n (clr)		Under \$50		\$3,863	\$17	
Motor Vehicle Theft		n (clr)						
Auto		n (clr)						
Trucks & Buses		n (clr)						
Other Vehicles		n (clr)						
Arson		n (clr)		Total Loss				
Structural		n (clr)		Avg. Loss				
Mobile		n (clr)		\$0		\$0	\$0	
Other		n (clr)		\$0		\$0	\$0	

*n: offense; clr: clearance.

Offense Statistics for Year 2001**Agency or Area:** Preston**Pop:** 4,715

Index Offense	Offenses Number	Rate²	Clearances Number	Pct.	Value Stolen Total	Average
Murder	0	0.0	0	----	\$0	----
Rape	0	0.0	0	----	\$0	----
Robbery	0	0.0	0	----	\$0	----
Aggravated Assault	6	127.3	5	83.3%	-----	-----
Burglary	20	424.2	7	35.0%	\$41,182	\$2,059
Larceny	24	509.0	4	16.7%	\$14,808	\$617
Motor Vehicle Theft	3	63.6	1	33.3%	\$19,000	\$6,333
Arson	3	63.6	2	66.7%	\$601	\$200
Crime Index Total¹:	53	1,124.1	17	32.1%	\$74,990	\$1,415

¹ Arson not included² Value Recovered: **\$0**² All rates per 100,000 persons; crime rate of rape per 100,000 females is 0.0

Murder	V-O Relationship	Circumstance	Weapon
Husband	0	Rape	0
Ex-Law Husband	0	Robbery	0
Ex-husband	0	Burglary	0
Wife	0	Larceny	0
Ex-Wife	0	MV Theft	0
Father	0	Arson	0
Stepfather	0	Prostitution	0
Mother	0	Oth Sex Offen	0
Stepmother	0	Narcotics	0
In-law	0	Gambling	0
Son	0	Unspec. Felony	0
Stepson	0	Suspect. Felony	0
Daughter	0	Family Viol	0
Stepdaughter	0	Romant. Triang.	0
Brother	0	Chld by Sitter	0
Sister	0	Illegal Abortion	0
Other Family	0	Brawl -Alcohol	0
Boyfriend	0	Brawl Narcotics	0
Girlfriend	0	Argument-\$/Prop	0
Same Sex Relat	0	Argument-Other	0
Friend	0	Adult Gang/Mob	0
Neighbor	0	Juvenile Gang	0
Employee	0	Sniper/Drive-by	0
Employer	0	Institution Killing	0
Acquaintance	0	Felon by Citizen	0
Other Known Pers	0	Felon by Police	0
Stranger	0	Other Circum.	0
Unknown	0	Unknown	0

Robbery	n (clr)	Total Loss	Avg. Loss
Highway/Street	0	\$0	\$0
Gas Station	0	\$0	\$0
Convenience Store	0	\$0	\$0
Bank	0	\$0	\$0
Other Business	0	\$0	\$0
Residence	0	\$0	\$0
Miscellaneous	0	\$0	\$0
Firearm	0 (0)	-----	-----
Knife, Sharp Instrument	0 (0)	-----	-----
Other Dangerous Weapon	0 (0)	-----	-----
Strongarm (hands, feet, etc.)	0 (0)	-----	-----

Burglary	n (clr)	Total Loss	Avg. Loss
Residence Night	2	\$20,490	\$10,245
Residence Day	5	\$3,640	\$728
Residence Unknown	2	\$2,720	\$1,360
Non-residence Night	7	\$11,755	\$1,679
Non-residence Day	1	\$650	\$650
Non-residence Unknown	3	\$1,927	\$642
Forcible Entry	10 (4)	-----	-----
Unlawful Entry-No Force	9 (2)	-----	-----
Attempt Forcible Entry	1 (1)	-----	-----

Larceny	n	Total Loss	Avg. Loss
Pocket picking	0	\$0	\$0
Purse-snatching	0	\$0	\$0
Shoplifting	0	\$0	\$0
Items from Motor Vehicles	9	\$4,231	\$470
MV Parts & Accessories	1	\$1	\$1
Bicycles	0	\$0	\$0
Items from Buildings	4	\$6,320	\$1,580
From Coin-op Machines	2	\$845	\$423
All Other	8	\$3,411	\$426
\$200 and Over	11	\$13,979	\$1,271
\$50 to \$200	10	\$822	\$82
Under \$50	3	\$7	\$2

Motor Vehicle Theft	n (clr)
Auto	2 (1)
Trucks & Buses	0 (0)
Other Vehicles	1 (0)

Other Offenses	n (clr)		n
Negligent Manslaughter	0 (0)	Officer Killed	0
Simple Assault	1 (1)	Family Violence	11
Officer Assaulted	0 (0)	Hate Crime	0

*n: offense; clr: clearance.

Arson	n (clr)	Total Loss	Avg. Loss
Structural	3 (2)	\$601	\$200
Mobilia	0 (0)	\$0	\$0
Other	0 (0)	\$0	\$0

Offense Data by Contributor

Crime in Connecticut 2001

Offense Statistics for Year 2001		Agency or Area:	Salem	Pop:	3,880		
Index Offense		Offenses	Clearances	Value Stolen			
		Number	Rate ²	Number	Pct.	Total	Average
Murder		1	25.8	1	100.0%	\$0	\$0
Rape		0	0.0	0	----	\$0	----
Robbery		2	51.5	1	50.0%	\$10,650	\$5,325
Aggravated Assault		5	128.9	4	80.0%	-----	-----
Burglary		17	438.1	4	23.5%	\$38,118	\$2,242
Larceny		30	773.2	8	26.7%	\$24,956	\$832
Motor Vehicle Theft		3	77.3	0	0.0%	\$6,100	\$2,033
Arson		0	0.0	0	----	\$0	----
Crime Index Total¹:		58	1,494.8	18	31.0%	\$79,824	\$1,376

¹ Arson not included² All rates per 100,000 persons; crime rate of rape per 100,000 females is 0.0

Murder	V-O Relationship	Circumstance	Weapon	n (clr)	Total Loss	Avg. Loss
Husband	0	Rape	0	Handgun	0	\$0
Com Law Hush	0	Robbery	0	Rifle	0	\$0
Ex-husband	0	Burglary	0	Shotgun	0	\$0
Wife	0	Larceny	0	Other Gun	1	\$0
Com Law Wife	0	MV Theft	0	Unspec. Firearm	0	\$0
Ex-wife	0	Arson	0	Knife	0	\$0
Father	0	Prostitution	0	Blunt Object	0	\$0
Stepfather	0	Oth Sev Offen	0	Strongarm ^a	0	\$0
Mother	0	Narcotics	0	Poison	0	\$0
Stepmother	0	Gambling	0	PushyWindow	0	\$0
In-law	0	Unspec Felony	0	Explosives	0	\$0
Son	0	Suspect Felony	0	Fire	0	\$0
Stepson	0	Family Viol	0	Narcotics	0	\$0
Daughter	0	Roman. Triang.	0	Drowning	0	\$0
Stepdaughter	0	Child by Sitter	0	Strangulation	0	\$0
Brother	0	Illegal Abortion	0	Asphyxiation	0	\$0
Sister	0	Brawl -Alcohol	0	Other Weapon	0	\$0
Other Family	0	Brawl -Narcotics	0			
Boyfriend	0	Argument-\$/Prop	0			
Girlfriend	0	Argument-Other	1			
Same Sex Relat	0	Adult Gang/Mob	0			
Friend	0	Juvenile Gang	0			
Neighbor	0	Sniper/Drive-by	0			
Employee	0	Institution Killing	0			
Employer	0	Felon by Citizen	0			
Acquaintance	1	Felon by Police	0			
Oth Known Pers	0	Other Circum.	0			
Stranger	0	Unknown	0			
Unknown	0					
Rape		n (clr)*				
Completed		0 (0)				
Attempted		0 (0)				
Aggravated Assault		n (clr)				
Firearm		0 (0)				
Knife, Cutting Instrument		0 (0)				
Other Dangerous Weapon		2 (1)				
Strongarm (hands, feet, etc.)		3 (3)				
Other Offenses		n (clr)	n			
Negligent Manslaughter		0 (0)	Officer Killed	0		
Simple Assault		1 (1)	Family Violence	9		
Officer Assaulted		0 (0)	Hate Crime	0		

*n: offense; clr: clearance.

Offense Statistics for Year 2001 **Agency or Area:** **Bozrah** **Pop:** **2,371**

Index Offense	Offenses		Clearances		Value Stolen	
	Number	Rate²	Number	Pct.	Total	Average
Murder	0	0.0	0	----	\$0	----
Rape	0	0.0	0	----	\$0	----
Robbery	0	0.0	0	----	\$0	----
Aggravated Assault	4	168.7	4	100.0%	-----	-----
Burglary	24	1,012.2	2	8.3%	\$28,642	\$1,193
Larceny	9	379.6	5	55.6%	\$27,221	\$3,025
Motor Vehicle Theft	2	84.4	0	0.0%	\$6,200	\$3,100
Arson	0	0.0	0	----	\$0	----
Crime Index Total¹:	39	1,644.9	11	28.2%	\$62,063	\$1,591

1 Arson not included

2 All rates per 100,000 persons; crime rate of rape per 100,000 females is 0.0

Murder		Rape		Robbery		Burglary		Larceny		Motor Vehicle Theft		Arson			
V-O Relationship	Circumstance	Weapon		n (clr)	Total Loss	Avg. Loss	n (clr)	Total Loss	Avg. Loss	n (clr)	Total Loss	Avg. Loss	n (clr)	Total Loss	Avg. Loss
Husband	0	Rape	0	Handgun	\$0	\$0	Highway/Street	0	\$0	0	\$0	\$0	0	\$0	\$0
Com Law Husband	0	Robbery	0	Rifle	\$0	\$0	Gas Station	0	\$0	0	\$0	\$0	0	\$0	\$0
Ex-husband	0	Burglary	0	Shotgun	\$0	\$0	Convenience Store	0	\$0	0	\$0	\$0	0	\$0	\$0
Wife	0	Larceny	0	Other Gun	\$0	\$0	Bank	0	\$0	0	\$0	\$0	0	\$0	\$0
Com Law Wife	0	MV Theft	0	Unspec. Firearm	\$0	\$0	Other Business	0	\$0	0	\$0	\$0	0	\$0	\$0
Ex-wife	0	Arson	0	Knife	\$0	\$0	Residence	0	\$0	0	\$0	\$0	0	\$0	\$0
Father	0	Prostitution	0	Blunt Object	\$0	\$0	Miscellaneous	0	\$0	0	\$0	\$0	0	\$0	\$0
Stepfather	0	Oth Sex Offen	0	Strongarm ^a	0	0	Firearm	0 (0)	0	0	0	0	0	0	0
Mother	0	Narcotics	0	Poison	0	0	Knife, Sharp Instrument	0 (0)	0	0	0	0	0	0	0
Stepmother	0	Gambling	0	Pasty/Window	0	0	Other Dangerous Weapon	0 (0)	0	0	0	0	0	0	0
In-law	0	Unspec. Felony	0	Explosives	0	0	Strongarm (hands, feet, etc.)	0 (0)	0	0	0	0	0	0	0
Son	0	Suspect. Felony	0	Fire	0	0									
Stepson	0	Family Viol	0	Narcotics	0	0									
Daughter	0	Romant. Triang.	0	Drowning	0	0									
Stepdaughter	0	Child by Sitter	0	Strangulation	0	0									
Brother	0	Illegal Abortion	0	Asphyxiation	0	0									
Sister	0	Brawl -Alcohol	0	Other Weapon	0	0									
Other Family	0	Brawl Narcotics	0												
Boyfriend	0	Argument-\$/Prop	0												
Girlfriend	0	Argument-Other	0												
Same Sex Relat	0	Adult Gang/Mob	0												
Friend	0	Juvenile Gang	0												
Neighbor	0	Sniper/Drive-by	0												
Employee	0	Institution Killing	0												
Employer	0	Felon by Citizen	0												
Acquaintance	0	Felon by Police	0												
0th Known Pers	0	Other Circum.	0												
Stranger	0	Unknown	0												
Unknown	0														
Rape		n (clr)*		n (clr)		Total Loss		Avg. Loss		n (clr)		Total Loss		Avg. Loss	
Completed		0 (0)													
Attempted		0 (0)													
Aggravated Assault		n (clr)													
Firearm		0 (0)													
Knife, Cutting Instrument		0 (0)													
Other Dangerous Weapon		0 (0)													
Strongarm (hands, feet, etc.)		4 (4)													
Other Offenses		n (clr)		n		n (clr)		Total Loss		Avg. Loss		n (clr)		Total Loss	
Negligent Manslaughter		0 (0)		Officer Killed		0									
Simple Assault		3 (3)		Family Violence		10									
Officer Assaulted		0 (0)		Hate Crime		0									
*n: offense; clr: clearance.															

Offense Data by Contributor

Crime in Connecticut 2001

Offense Statistics for Year 2001		Agency or Area:	East Lyme	Pop:	18,222
Index Offense		Offenses Number	Clearances Number	Value Stolen Total	Average
		Rate²	Pct.		
Murder	0	0.0	0	\$0	-----
Rape	0	0.0	0	\$0	-----
Robbery	4	22.0	1	25.0%	\$514 \$129
Aggravated Assault	30	164.6	28	93.3%	-----
Burglary	50	274.4	8	16.0%	\$126,664 \$2,533
Larceny	155	850.6	34	21.9%	\$168,123 \$1,085
Motor Vehicle Theft	8	43.9	1	12.5%	\$76,600 \$9,575
Arson	0	0.0	0	\$0	-----
Crime Index Total¹:	247	1,355.5	72	29.1%	\$371,901 \$1,506

1 Arson not included

Value Recovered: \$0

2 All rates per 100,000 persons; crime rate of rape per 100,000 females is 0.0

Murder	V-O Relationship	Circumstance	Weapon	n (clr)	Total Loss	Avg. Loss
Husband	0	Rape	Handgun	0	\$0	\$0
Com Law Hush	0	Robbery	Rifle	0	\$0	\$0
Ex-husband	0	Burglary	Shotgun	0	\$0	\$0
Wife	0	Larceny	Other Gun	0	\$0	\$0
Com Law Wife	0	MV Theft	Unspec. Firearm	0	\$0	\$0
Ex-wife	0	Arson	Knife	0	\$0	\$0
Father	0	Prostitution	Blunt Object	0	\$0	\$0
Stepfather	0	Oth Sex Offen	Strongarm*	0	\$0	\$0
Mother	0	Narcotics	Poison	0	\$0	\$0
Stepmother	0	Gambling	Push/Window	0	\$0	\$0
In-law	0	Unspec. Felony	Explosives	0	\$0	\$0
Son	0	Suspect. Felony	Fire	0	\$0	\$0
Stepson	0	Family Viol	Narcotics	0	\$0	\$0
Daughter	0	Romant. Triang.	Drowning	0	\$0	\$0
Stepdaughter	0	Child by Sitter	Strangulation	0	\$0	\$0
Brother	0	Illegal Abortion	Asphyxiation	0	\$0	\$0
Sister	0	Brawl -Alcohol	Other Weapon	0	\$0	\$0
Other Family	0	Brawl -Narcotics	0	\$0	\$0	\$0
Boyfriend	0	Argument-\$Prop	hands, fist, feet, etc.	0	\$0	\$0
Girlfriend	0	Argument-Other	0	\$0	\$0	\$0
Same Sex Relat	0	Adult Gang/Mob	0	\$0	\$0	\$0
Friend	0	Juvenile Gang	0	\$0	\$0	\$0
Neighbor	0	Sniper/Drive-by	0	\$0	\$0	\$0
Employee	0	Institution Killing	0	\$0	\$0	\$0
Employer	0	Felon by Citizen	0	\$0	\$0	\$0
Acquaintance	0	Felon by Police	0	\$0	\$0	\$0
Oth Known Pers	0	Other Circum.	0	\$0	\$0	\$0
Stranger	0	Unknown	0	\$0	\$0	\$0
Unknown	0			\$0	\$0	\$0
Rape		n (clr)*				
Completed		0 (0)				
Attempted		0 (0)				
Aggravated Assault		n (clr)				
Firearm		0 (0)				
Knife, Cutting Instrument		1 (1)				
Other Dangerous Weapon		5 (5)				
Strongarm (hands, feet, etc.)		24 (22)				
Other Offenses		n (clr)				
Negligent Manslaughter	0 (0)	Officer Killed	0			
Simple Assault	8 (8)	Family Violence	36			
Officer Assaulted	0 (0)	Hate Crime	0			
Arson		n (clr)				
Structural	0 (0)			\$0	\$0	\$0
Mobile	0 (0)			\$0	\$0	\$0
Other	0 (0)			\$0	\$0	\$0

*n: offense; clr: clearance.

Offense Statistics for Year 2001		Agency or Area:	Waterford		Pop:	19,262	
Index Offense		Offenses	Clearances		Value Stolen		
		Number	Rate²	Number	Pct.	Total	Average
Murder		1	5.2	1	100.0%	\$0	\$0
Rape		3	15.6	2	66.7%	\$0	\$0
Robbery		8	41.5	6	75.0%	\$11,967	\$1,496
Aggravated Assault		18	93.4	15	83.3%	-----	-----
Burglary		68	353.0	16	23.5%	\$87,595	\$1,288
Larceny		506	2,626.9	222	43.9%	\$247,270	\$489
Motor Vehicle Theft		31	160.9	14	45.2%	\$203,724	\$6,572
Arson		0	0.0	0	-----	\$0	-----
Crime Index Total¹:		635	3,296.6	276	43.5%	\$550,556	\$867

¹ Arson not included

Value Recovered: \$226,767

² All rates per 100,000 persons; crime rate of rape per 100,000 females is 30.2

Murder	V-O Relationship	Circumstance	Weapon	n (clr)	Total Loss	Avg. Loss
Husband	0	Rape	0	0	\$0	\$0
Com Law Husband	0	Robbery	0	0	\$0	\$0
Ex-husband	0	Burglary	0	0	\$0	\$0
Wife	0	Larceny	0	0	\$0	\$0
Com Law Wife	0	MV Theft	0	0	\$0	\$0
Ex wife	0	Arson	0	0	\$0	\$0
Father	0	Prostitution	0	0	\$0	\$0
Stepfather	0	Oth Sex Offen	0	0	\$0	\$0
Mother	0	Narcotics	0	0	\$0	\$0
Stepmother	0	Gambling	0	0	\$0	\$0
In-law	0	Unspec Felony	0	0	\$0	\$0
Son	0	Suspect Felony	0	0	\$0	\$0
Stepson	0	Family Viol	1	0	\$0	\$0
Daughter	0	Romant. Triang	0	0	\$0	\$0
Stepdaughter	0	Child by Slter	0	0	\$0	\$0
Brother	0	Illegal Abortion	0	0	\$0	\$0
Sister	0	Brawl - Alcohol	0	0	\$0	\$0
Other Family	0	Brawl - Narcotics	0	0	\$0	\$0
Boyfriend	0	Argument-\$/Prop	0	0	\$0	\$0
Girlfriend	0	Friends, fist, feet, etc.	0	0	\$0	\$0
Same Sex Relat	1	Adult Gang/Mob	0	0	\$0	\$0
Friend	0	Juvenile Gang	0	0	\$0	\$0
Neighbor	0	Sniper/Drive-by	0	0	\$0	\$0
Employee	0	Institution Killing	0	0	\$0	\$0
Employer	0	Felon by Citizen	0	0	\$0	\$0
Acquaintance	0	Felon by Police	0	0	\$0	\$0
Oth Known Pers	0	Other Circum.	0	0	\$0	\$0
Stranger	0	Unknown	0	0	\$0	\$0
Rape		n (clr)*				
Completed		3 (2)				
Attempted		0 (0)				
Aggravated Assault		n (clr)				
Firearm		0 (0)				
Knife, Cutting Instrument		3 (2)				
Other Dangerous Weapon		8 (7)				
Strongarm (hands, feet, etc.)		7 (6)				
Other Offenses		n (clr)				
Negligent Manslaughter		0 (0)	Officer Killed	0		
Simple Assault		117 (114)	Family Violence	91		
Officer Assaulted		0 (0)	Hate Crime	3		

*n: offense; clr: clearance

Robbery	n (clr)	Total Loss	Avg. Loss
Highway/Street	0	\$0	\$0
Gas Station	0	\$0	\$0
Convenience Store	0	\$0	\$0
Bank	0	\$0	\$0
Other Business	6	\$6,595	\$1,099
Residence	1	\$5,350	\$5,350
Miscellaneous	1	\$22	\$22

Burglary	n (clr)	Total Loss	Avg. Loss
Residence Night	11	\$18,418	\$1,674
Residence Day	23	\$31,239	\$1,358
Residence Unknown	0	\$0	\$0
Non-residence Night	12	\$8,081	\$673
Non-residence Day	22	\$29,857	\$1,357
Non-residence Unknown	0	\$0	\$0

Forcible Entry	n (clr)	Total Loss	Avg. Loss
22 (3)			
Unlawful Entry-No Force	44 (13)		
Attempt Forcible Entry	2 (0)		

Larceny	n (clr)	Total Loss	Avg. Loss
Pocket-picking	5	\$9,404	\$1,881
Purse-snatching	7	\$406	\$58
Shoplifting	208	\$50,557	\$243
Items from Motor Vehicles	56	\$47,900	\$855
MV Parts & Accessories	37	\$11,370	\$307
Bicycles	9	\$4,740	\$527
Items from Buildings	103	\$73,985	\$718
From Coin-op Machines	0	\$0	\$0
All Other	81	\$48,908	\$604

\$200 and Over	189	\$227,566	\$1,204
\$50 to \$200	164	\$16,950	\$103
Under \$50	153	\$2,754	\$18

Motor Vehicle Theft	n (clr)		
Auto	23 (8)		
Trucks & Buses	0 (0)		
Other Vehicles	8 (6)		

Arson	n (clr)	Total Loss	Avg. Loss
Structural	0 (0)	\$0	\$0
Mobile	0 (0)	\$0	\$0
Other	0 (0)	\$0	\$0

Arrest Data by Contributor

Crime in Connecticut 2001

Arrest Statistics for Year 2001																			Agency: State Police Total		
																			TOTAL	29	
																		Runaways	0	0	
																		Curfew and Loitering	0	0	
																		All Other Offenses	71	0	
																		Vagrancy	0	0	
																		Disorderly Conduct	81	0	
																		Liquor Laws	0	0	
																		Gambling	1	0	
																		Drug Abuse Violations	4	0	
																		Sex Offenses	5	0	
																		Prostitution	0	0	
																		Weapons Charges	0	0	
																		Vandalism	31	0	
																		Fraud	0	0	
																		Embezzlement	0	0	
																		Forgery/Counterfeiting	0	0	
																		Simple Assault	0	0	
																		Arson	1	0	
																		Motor Vehicle Theft	0	0	
																		Larceny-Theft	0	0	
																		Burglary	0	0	
																		Aggravated Assault	2	0	
																		Robbery	0	0	
																		Forcible Rape	0	0	
																		Neg. Manslaughter	0	0	
																		Murder	0	0	
<10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
10-12	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
13-14	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
15	0	0	0	1	2	49	23	34	3	4	22	1	0	0	0	0	0	49	0	0	
16	0	0	0	1	2	56	38	52	15	1	13	1	0	0	0	0	0	98	0	0	
17	0	0	0	3	2	57	39	51	9	0	19	1	1	0	0	0	0	138	0	0	
Tot <18	0	0	5	7	218	140	173	36	14	80	3	1	0	0	226	27	0	29	349	0	16
18	0	0	2	3	40	38	85	7	1	19	1	4	0	0	50	21	0	6	170	0	4
19	0	0	1	4	36	28	52	10	0	14	8	4	0	0	51	20	0	5	161	0	1
20	0	0	0	5	36	20	41	2	1	6	6	6	1	0	24	18	1	5	141	0	1
21	0	0	0	5	46	11	31	8	0	15	4	1	0	0	22	15	0	2	161	0	1
22	1	0	1	3	32	10	44	2	0	11	4	3	0	0	15	11	1	3	108	0	1
23	1	0	0	1	39	14	38	5	1	11	8	7	0	0	12	10	0	2	113	0	0
24	0	0	0	1	22	8	26	8	1	11	5	0	0	0	7	8	0	1	89	0	2
25-29	2	0	3	8	126	29	109	14	0	43	11	12	1	0	29	19	6	9	278	0	20
30-34	0	0	1	6	119	36	108	19	0	40	12	17	0	0	40	28	6	8	224	0	17
35-39	1	0	1	8	148	24	142	15	1	63	5	17	1	0	26	22	6	18	196	1	20
40-44	1	0	2	2	109	15	73	7	0	36	10	10	0	0	23	9	6	12	172	1	14
45-49	1	0	1	1	74	4	55	1	1	18	1	2	0	0	17	12	0	6	86	0	10
50-54	0	0	1	0	27	4	23	2	0	8	4	0	1	0	2	4	0	10	38	3	5
55-59	0	0	0	0	11	1	14	3	0	3	0	0	0	0	4	2	0	2	13	0	1
60-64	0	0	0	0	8	1	4	0	0	2	0	0	0	0	0	4	0	1	0	1	63
65+	0	0	0	1	8	2	17	0	0	2	3	0	0	0	4	3	0	3	2	4	1
Tot 18+	7	0	13	48	881	245	862	103	6	302	82	83	4	0	326	206	26	93	1952	10	99
Male	5	0	16	53	831	332	744	122	19	301	69	55	3	0	500	217	10	116	1926	10	86
Female	2	0	2	2	268	53	291	17	1	81	16	29	1	0	52	16	16	6	375	0	29
White	5	0	17	49	936	358	874	88	19	316	74	73	3	0	513	175	16	114	1778	10	107
Black	2	0	1	4	152	23	146	50	1	63	10	8	1	0	37	52	7	8	510	0	5
Indian	0	0	0	0	3	0	1	0	0	1	0	2	0	0	1	1	3	0	3	0	-2
Asian	0	0	0	2	8	4	14	1	0	2	1	1	0	0	1	5	0	0	10	0	3
Unk Race																			848		
Total	7	0	18	55	1099	385	1035	139	20	382	85	84	4	0	552	233	26	122	2301	10	115
																		4119	186	2157	
																		0	3407	0	0
																		16541			

Poulin, Craig A

To: Goldthwait, SenJill
Subject: FW: Position Costings

Senator Goldthwaite-

Per our discussion at the last meeting, here are some figures. I have included them with my other material that is with Danielle. Thanks, and please call if I can be of further assistance. Craig

-----Original Message-----

From: Leach, Roland G
Sent: Thursday, October 31, 2002 2:27 PM
To: Poulin, Craig A
Subject: Position Costings

Costs based upon presently filled positions as of 7/1/02

Excludes any Holiday or Estimated Overtime payments.

	Salary	Benefits	Total
Clerk Typist III	\$ 27,613	\$ 19,567	\$ 47,180
Public Safety Inspector II	39,469	24,268	63,737
SP Detective	49,347	33,607	82,954
SP Sergeant	54,501	40,725	95,226
SPLieutenant	64,344	50,593	114,937

Please call me if you require any additional information.

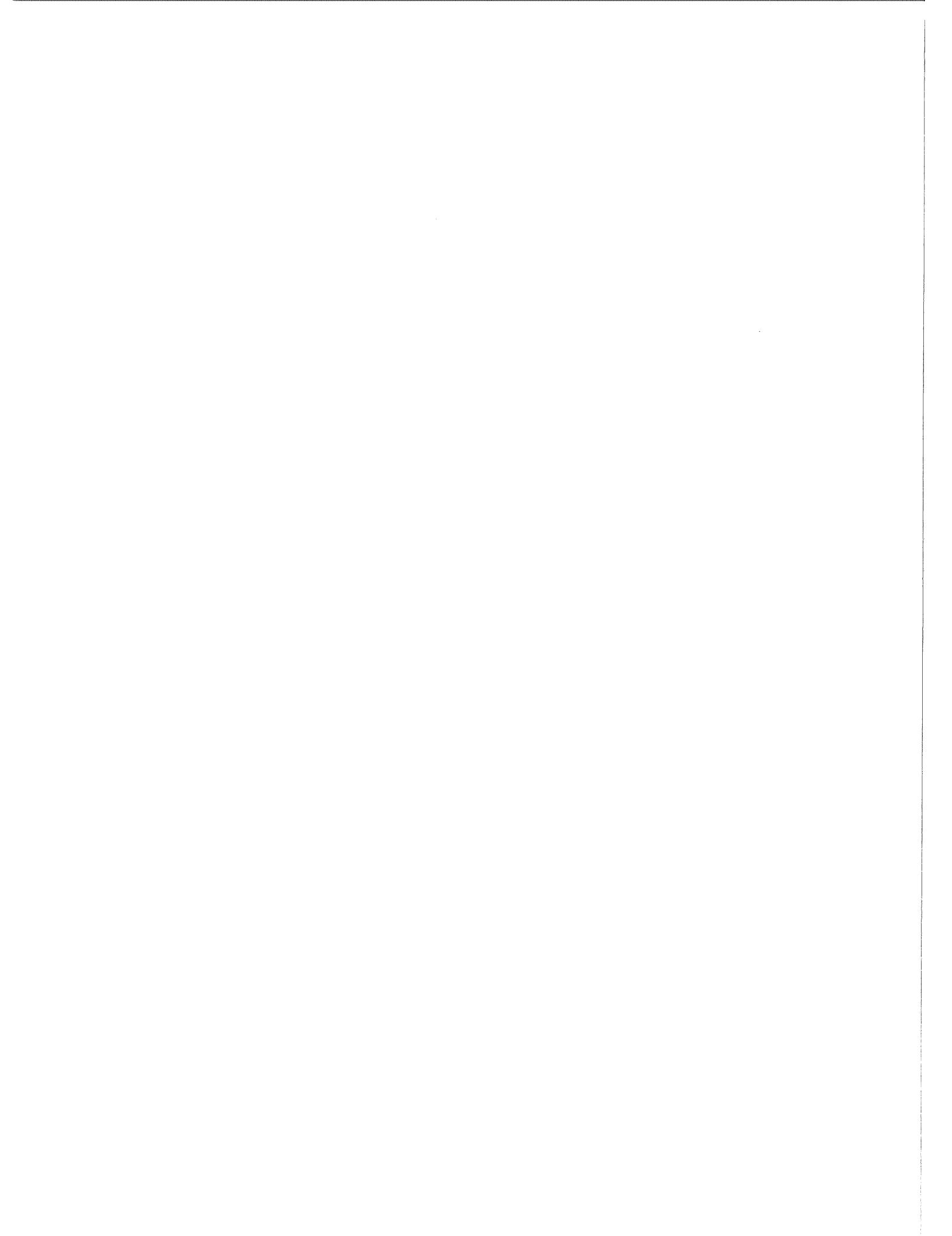
[Poulin, Craig A] There is no way at this time to predict accurately the composition of a Casino Unit as the regulatory structure, size of facility, location and a host of other factors would have to be considered. There would likely be positions needed that these figures do not reflect. Please consider the composition of a unit in this example as very sketchy at this point and is meant as a representation of what costs might look like. The actual salary/benefit figures are accurate representations, however do not reflect overtime and other "unknowns".

A Unit consisting of 1 Lieutenant, 3 Sergeants, 15 Detectives, 4 clerical and 4 inspectors would cost approximately \$2,041,421 per year. By adding/subtracting personnel costs per position, other scenarios can be created.

Costs for vehicles, guns etc. could be between \$540,000 and \$600,000.

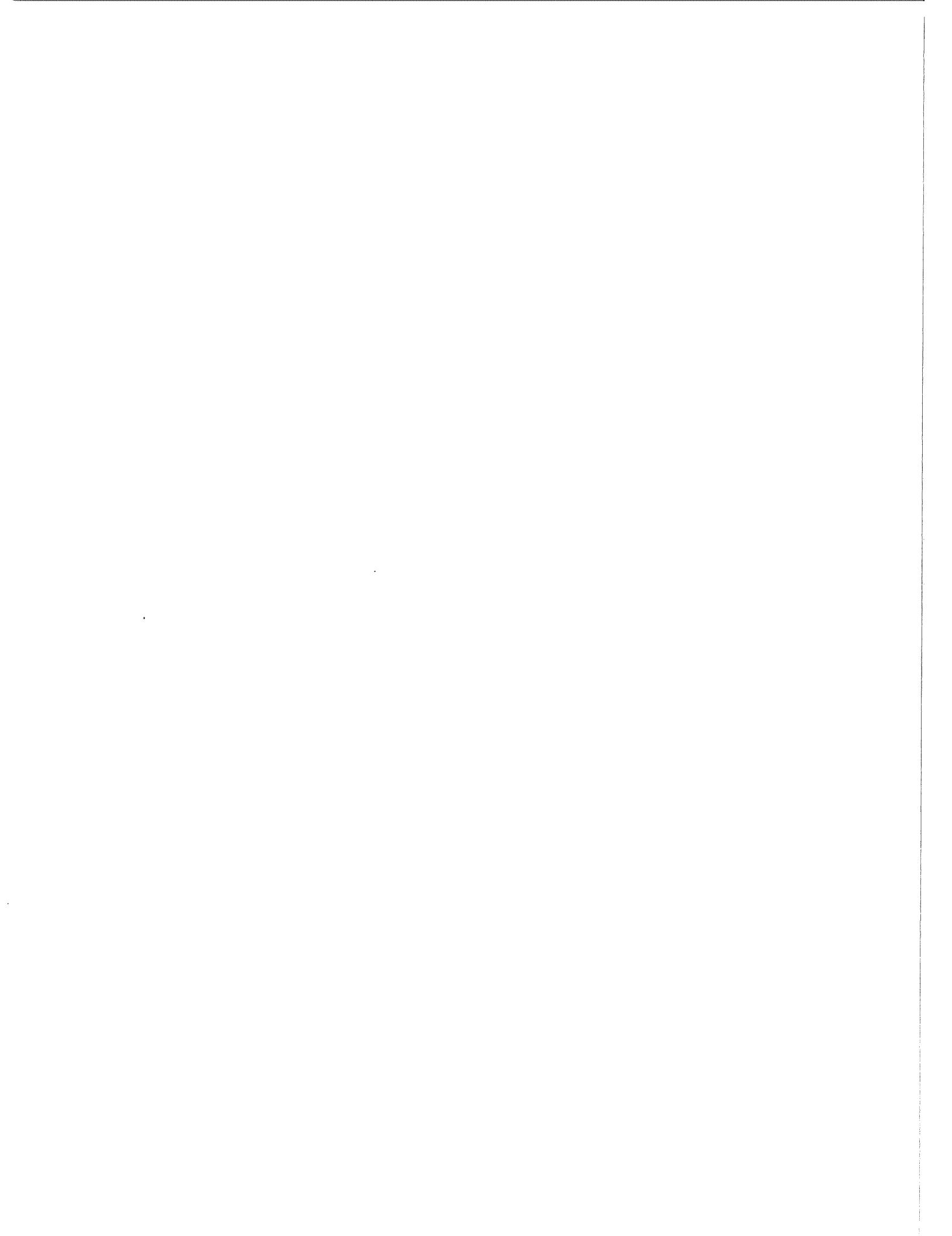
Costs for office equipment are not factored. And again, this "Unit" is totally hypothetical and these costs will vary.

Please contact me if I can provide further data **[Poulin, Craig A]**.



APPENDIX N

Presentation from Laura Yustak Smith, Maine Attorney General's Office



G. STEVEN ROWE
ATTORNEY GENERAL



Telephone: (207) 626-8800
TDD: (207) 626-8865

STATE OF MAINE
OFFICE OF THE ATTORNEY GENERAL
6 STATE HOUSE STATION
AUGUSTA, MAINE 04333-0006

REGIONAL OFFICES:

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128 SWEDEN ST., STE. 2
CARIBOU, MAINE 04736
TEL: (207) 496-3792
FAX: (207) 496-3291

November 13, 2002

Danielle Fox
Office of Policy and Legal Analysis
13 State House Station
Augusta, ME 04333

RE: Enclosed Summary of Testimony

Dear Danielle:

At the request of Senator Shorey, I am submitting a written summary of the presentation I made at the last Task Force meeting on October 25, 2002. The summary also includes information I was unable to present to the Task Force due to time limitations.

Please let me know if you have questions or if the Office of Attorney General can be of further assistance.

Very truly yours,
A handwritten signature in black ink, appearing to read "Laura Yustak Smith".
Laura Yustak Smith
Assistant Attorney General

lys/l
enc.
cc: G. Steven Rowe, Attorney General
Lt. John P. Dyer, MSP

Direct line: (207) 626-8803
E-mail: laura.y.smith@state.me.us

Task Force to Study the Impact of a Maine-based Casino
Summary of Presentation, October 25, 2002
Laura Yustak Smith, AAG

Introduction

My name is Laura Yustak Smith. I am Attorney General Steven Rowe's designee to the Task Force to Study the Impact of a Maine-based Casino. I am an Assistant Attorney General assigned to the Criminal Division of the Office of the Attorney General. I currently advise bureaus within Maine's Department of Public Safety. I work primarily with the Gaming and Weapons Section of the Maine State Police, but also provide advice to the Office of the State Fire Marshal, the Emergency Services Communications Bureau and Maine Emergency Medical Services.

I had hoped to provide the Task Force with specific numbers regarding positions that would be required in the Office of Attorney General and the costs of those positions in the event of legalization of casino gambling. However, our office is unable to predict how many attorneys, paralegals, secretaries and investigators would be needed, because we do not know the size and nature of the facility that the legislature or the voters may approve, or what our role might be with respect to providing legal advice and litigation resources to whatever state agencies might be assigned to oversee, regulate, and license a casino and related enterprises, and to enforce statutes and regulations implicated by the legalization of casino gambling. I will first summarize my efforts to gather information, and then provide additional details as available.

- A. I have obtained estimates of costs for individual positions within the Office of the Attorney General for fiscal year '04. Those position costs will of course have to be multiplied by the number of positions ultimately required. (See below.)
- B. I have collected information from officials from the State of Connecticut regarding their regulatory structure, to provide the Task Force with an example of the legal services that state provides as a result of casino issues. I have also requested and received some documentation from them regarding at least a portion of that structure. (See below.)
- C. I contacted several of the bureaus within the Department of Public Safety and solicited information regarding the potential impact of the legalization of casino gambling on their bureaus. The heads of those bureaus were unable to supply me with any definitive information given the lack of specific information available regarding the extent of gambling that would be legalized, and the size, nature and location of the facility. However, persons with whom I spoke indicated that current resources are being used to maximum capacity, and any increase in required services, oversight, licensing or enforcement will require additional personnel.

- D. I met with the District Attorneys as a group and worked with District Attorney Michael Cantara, current President of the Maine Prosecutors Association, who addressed the Task Force regarding the potential impact on prosecution caseloads and the courts.
- E. I spoke with Kevin Kane, State's Attorney for the Judicial District of New London, Connecticut. He provided me with anecdotal information regarding prosecution experiences since Foxwoods and Mohegan Sun have been in operation. (See below.)
- F. I spoke with James Glessner of the Administrative Office of the Courts regarding potential impact on Maine's court system. He has submitted a letter in response to my request. I have provided that letter to Danielle Fox.
- G. I have compiled a very preliminary list of legal issues that must be addressed if casino gambling is to be legalized.

In the course of contacting these and other people, I have requested and obtained a number of documents, which I have provided to Danielle Fox. These include newspaper reports of crime in and around the Connecticut casinos; impact reports dated 2001 from the Towns of Ledyard, North Stonington and Preston, Connecticut; a copy of the Tribal-State Compact between the State of Connecticut and the Mashantucket Pequots; an article on gambling and the gambling industry in the United States from Harvard Magazine, and a report from the State of Connecticut's Office of Legislative Research entitled "Casinos and Crime" dated October 2002. In addition, the State Police obtained and I forwarded to Danielle Fox a copy of a comprehensive study done by the New York State Task Force on Casino Gambling. The study is six years old, but is a good example of a comprehensive study.

Attorney General Resources and Costs

The number of positions that would be required by the Office of the Attorney General depends on factors about which we have no specifics, including **but not limited to** the following: the size of facility; the number and types of licenses; the extent to which license applicants will be afforded a right to hearing; what agency will supply hearings officers and whether those hearing officers will require legal advice; whether the legal advice for any state agency handling casino-related matters is going to come from the Office of the Attorney General or from in-house agency counsel; whether prosecutions and forfeitures will be handled by District Attorneys or the Office of the Attorney General; whether there will be litigation over meaning of any implementing legislation; the number of requests for official opinions regarding legal issues having to do with casino legislation; and whether personnel from this office will be required to investigate allegations of wrongdoing.

The following numbers are **estimates** of salary, benefits, other costs (mileage, phone, computer, postage, etc) projected for fiscal year '04. These numbers do not include the cost of any "state cap," an additional amount that must be budgeted if these positions are not funded from general fund:

Assistant Attorney General (with moderate degree of experience): \$93-98,000.
Investigators: \$76-80,000.
Research Assistant: \$68-81,000.
Legal Secretary: \$48-53,000.

The above position costs must be multiplied by the number of positions ultimately required.

Connecticut's Regulatory Structure

I spoke with lawyers from the Connecticut Attorney General's Office (Susan Cobb), the Division of Special Revenue (Anne Stiber, Asst. Unit Chief, Administrative Hearings) and the Dept. of Public Safety (Dawn Hellier). Based on my discussions with those persons, my understanding of Connecticut's regulatory structure is as follows: Each of those agencies employs lawyers that deal with casino-related issues and litigation. The Attorney General's Office has several attorneys that handle casino and federal recognition legislation and opinions; the Dept. of Public Safety has two attorneys who have a variety of duties, including casino issues; the Division of Special Revenue has two attorneys and five paralegals, three of whom have been added since the casinos have been established. I have provided Danielle Fox with a copy of information received from Connecticut's Division of Special Revenue, including organizational charts and hearings held.

Connecticut's regulatory system is set up differently than the current Maine system. Connecticut's Division of Special Revenue ("DSR") oversees the licensing and regulatory aspect of all gambling in the state: lottery, jai-alai, charitable games, off-track betting, greyhound racing, and casinos. According to DSR Attorney Anne Stiber, Connecticut had this licensing and regulatory structure established for gambling as a whole prior to the casinos being established. Casinos were fit into that existing structure, and state personnel expanded to handle additional background investigations, licensing decisions, administrative hearings, and audits. Their Division of Special Revenue employs police officers, lawyers, clerical staff, "Integrity Assurance" personnel (accountants), administrators, planning and research, human resources and payroll, and maintenance personnel. Connecticut's structure is unlike Maine's, which assigns separate agencies to oversee lottery, harness racing, and non-profit beano and games of chance.

Connecticut's Division of Special Revenue held 212 casino-related hearings in 2001-02. In contrast, Maine State Police Gaming and Weapons Unit will have participated in approximately 12-15 hearings by the end of the year (nine as of the date of testimony, with several more scheduled/anticipated)—and only four of those so far have

come from gaming cases. The State Police currently have no hearing officers for gaming cases. The Department of Public Safety has entered into a Memorandum of Understanding with the Department of Labor (“DOL”), and DOL’s Office of Administrative Hearings supplies hearing officers at an hourly rate. DOL provides these services in addition to its regular hearing duties, and my understanding is that the hearings division currently has one or more vacancies.

Connecticut also has what are called “Native American Gaming Commissions,” drawn from tribes/tribal councils. These commissions provide on-site oversight of the day-to-day operations of the casino, and handle issues such as patron disputes. It remains to be seen what type of on-site regulation would be authorized for and provided by the operators of a casino facility.

Based on my discussions with regulatory personnel and with Kevin Kane (see below), my understanding is that the Connecticut State Police provide on-site enforcement of criminal laws; Connecticut’s Liquor Control Commission handles liquor enforcement matters at the casinos; local police and State Police enforce criminal laws in the surrounding jurisdictions; and tribal police handle crimes committed on the reservations on which the casinos are located. Since any casino in Maine would not be on reservation land, enforcement and prosecution of criminal violations would not be handled by tribal police or in tribal courts.

Telephone Conference with Kevin Kane, State’s Attorney

Mr. Kane’s position as State’s Attorney in Connecticut is similar to that of Maine’s District Attorneys. His district (New London) includes both the Foxwoods and Mohegan Sun casinos. His experience as a prosecutor dates to before the time the casinos were established. He described increases in both “direct” and “indirect” crimes. “Direct” crimes are casino crimes, such as thefts from the casino, casino patrons, and cheating. “Indirect” crimes such as traffic offenses and embezzlement occur out of the casino, but are related to the casinos by motive or because they are committed by patrons coming into the state to use the casinos. He described an increase in embezzlement cases, such as theft by employees in responsible positions from private employers and towns. He noted that these cases could be “heartbreaking,” and gave the example of an older woman with gambling debts embezzling tens of thousands of dollars. He hired one additional prosecutor when Foxwoods opened and one when Mohegan Sun opened, and described his district as “understaffed.” The anecdotal information provided by Mr. Kane appears to be supported by newspaper articles that I have reviewed only briefly, and which I have provided to Danielle Fox. The Maine State Police have obtained numbers regarding crime rates and incidents of crime.

According to Mr. Kane, law enforcement does a good job of “reacting,” but he would like to see law enforcement conduct more proactive investigations. He gave the example of loan-sharking as the type of criminal activity that requires additional resources: threats and violence may occur out of state, law enforcement needs time to

develop informants, and there are often cultural and language barriers between local police and groups of tourists brought to the casinos from other locales.

According to Mr. Kane, the owners/operators of the casinos, for obvious reasons, have an interest in limiting and preventing criminal behavior within the casinos. He noted that both casinos are on reservation land with tribal police and tribal courts, so to the extent that crimes occur on reservation land patrolled by the tribes, he is not aware of all the local crime that might occur in the immediate vicinity of the casinos.

Legal Issues, Legislation, and Rulemaking

If the Legislature or the people of the State of Maine wish to legalize casino gambling, it is neither a simple policy nor simple legal matter. I will not speak to the policy matters. However, I am providing a preliminary list of legal issues that will have to be addressed by legislation or rule-making. This list is **not** a comprehensive list of subject areas or draft legislation, but merely the beginning of a list of issues that should be resolved.

As a starting point, whoever is drafting and proposing the legislation and rules should have the opportunity to review existing state compacts and legislation, criminal laws and licensing regulations, and interview officials charged with interpreting and enforcing those compacts and laws to determine the adequacy of those structures. Among the areas to be addressed are as follows:

What is being legalized?

Casino gambling in general, in a specific location, or a specific proposal?

If gaming by a specific group is authorized, will any other groups be allowed to engage in or operate casino gambling?

If not, how is that decision justified as a policy matter?

Will gambling facilities be “stand-alone” casinos or casino resorts (restaurants, hotels, other entertainment)?

What is the extent of the gambling that will be legalized?

What specific games?

Slot machines?

Bet limits?

Around the clock, 365 days per year?

Loss limits?

Slot or video gambling machines at race tracks?

Will there be a limit on the number of games or machines?

Should there be any change to the types of games that non-profits currently can run?

Should there be a dual structure that allows nonprofits to continue to run beano, games of chance, and video gaming machines that don't pay out?

Should beano/bingo be reserved for the non-profits?
Should high-stakes beano remain reserved for the Maine Tribes?

Should there be state oversight relative to financial transactions on casino premises? To what extent?
Should there be a limit to the number and location of ATM's on premises?
Should patrons be permitted to use credit cards to finance bets?

Will there be any state oversight of financing of the project? To what extent?

What changes to the Criminal Code will be required?

Licensing violations: Operation of unlicensed games, the use of unlicensed equipment, machines and employees; fraud in obtaining or issuing licenses.

Access: Should certain persons be prohibited from gambling/entry to casino?

Firearms: Should possession of firearms be prohibited on the premises of casinos?

Internet gambling: Should the prohibition be made explicit?

Fraud/counterfeiting: Possession or distribution of counterfeit devices, equipment, licenses

Do forfeiture provisions need to be amended or enacted?

What are the appropriate sanctions/sentencing options?

Other crime-related issues:

What is the jurisdiction of law enforcement authorities and agencies?

Should law enforcement officers have authority beyond what currently exists to make warrantless arrests or to detain persons?

Should rules violations be subject to civil or criminal sanctions? What are the appropriate sanctions?

Regulatory/Enforcement Authority

Who has it? State Police? Lottery? New agency?

Rulemaking Authority

Who has it?

Routine technical or major substantive?

What is the extent of the rule-making authority?

Who provides legal advice to the licensing/regulatory authority?

Office of the Attorney General?

Agency (in-house) counsel?

Security

Are current licensing procedures for private security companies adequate?
Should security be the concern of state, local or private entities?

Licensing

- When is the right to hearing implicated?
- Who conducts hearing? Create a Division of Administrative Hearings within a new or existing agency?
- Who presents the cases?
- Will each machine, device or gaming table be licensed (as is currently done for nonprofits)?
- What is the cost of applications and licenses? (NJ 6 yrs ago: \$500 per table or slot)
- What is the length of each license issued?
- What are appropriate grounds for license denial, suspension and revocation?
- Who has suspension and revocation authority?

Background checks

- For which employees? To what extent?
- Who is going to conduct background checks?
- To what records will the licensing authority have access?
- Do we have personnel qualified to investigate the financial aspects of corporate applicants?

Funding of costs to the state and localities:

- Mechanism—bill for specific costs, or percentage of gross revenue?
- General fund, with everyone making a claim?
- Dedicated Revenue?
 - What if costs exceed dedicated revenue or contribution to general fund?
 - How will start-up costs such as licensing and training be financed?
 - Should any non-casino programs be funded?
 - Fairs?
 - Counseling programs?
 - Financial Assistance?
 - Local fire, EMS, law enforcement costs?

Liquor

- Can the establishment be licensed to sell and serve alcoholic beverages?
- Retain current prohibitions against selling below cost?

Smoking

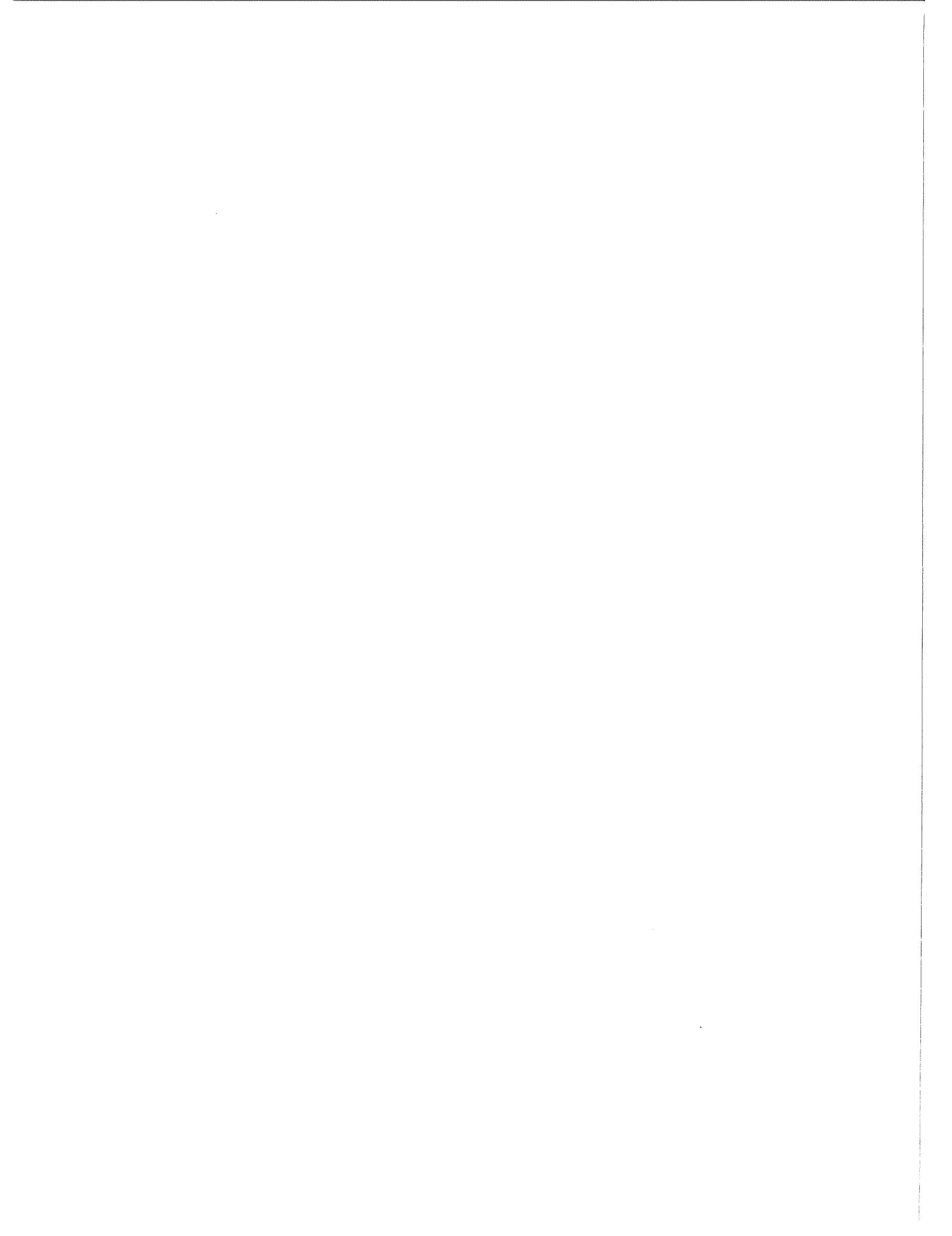
- To what extent permitted?

Self-banning options

- Should patrons be allowed to “self-ban”?
- What is the liability if a ban is overlooked?

Conclusion

The above should be viewed only as a starting point. Like other presenters to the Task Force, I have been limited by lack of time, resources and specific information from fully researching the potential impact of casino gambling on the state's legal, regulatory and public safety structures. It should also be noted that the Task Force currently lacks any information on a variety of issues within these categories, several of which stand out, namely, the effect of a casino or resort facility on local fire and emergency medical services, the ability and willingness of the US Attorney's Office and federal law enforcement to respond to money laundering, loan sharking and cross-border crimes; the potential costs to the judicial budget of any additional court-appointed criminal defense counsel that may be required to defend indigent defendants; and the impact on local jail facilities.





STATE OF CONNECTICUT
DEPARTMENT OF PUBLIC SAFETY
1111 Country Club Road
P.O. Box 2794
Middletown , CT 06457-9294

October 17, 2002

Laura Yustak Smith, AAG
Office of the Attorney General
6 State House Station
Augusta, ME 04333-0006

RE: Freedom of Information

Dear Attorney Smith:

Enclosed please find the statistics you requested.

Should you have any questions, please contact this office at 860-685-8000.

Very truly yours,

A handwritten signature in black ink, appearing to read "Dawn Hellier".

Dawn Hellier, Esq.
Legal Advisor

DH:res
#02-370

CRIMINAL INVESTIGATIONS AT FOXWOODS AND THE MOHEGAN SUN 1997-2001

Foxwoods	1997	1998	1999	2000	2001	Mohegan Sun	1997	1998	1999	2000	2001
Murder	0	0	0	0	0	Murder	0	0	1	0	0
Rape	2	0	0	1	0	Rape	0	0	0	0	0
Robbery	0	2	2	3	3	Robbery	2	1	0	1	2
Aggravated Assault	13	16	18	13	13	Aggravated Assault	6	6	8	6	6
Burglary	6	14	11	13	15	Burglary	2	1	1	0	0
Larceny	538	737	489	577	567	Larceny	251	299	275	453	81
Motor Vehicle Theft	13	6	5	14	2	Motor Vehicle Theft	7	4	3	0	3
Arson	0	0	0	0	0	Arson	0	0	0	0	0
Forgery/Counterfeiting	1	2	2	1	2	Forgery/Counterfeiting	0	0	1	2	1
Fraud	2	1	0	2	0	Fraud	2	1	4	2	4
Sale/ Possession Drugs	13	27	13	17	16	Sale/ Possession Drugs	5	5	3	4	1
Simple Assault	4	5	6	13	7	Simple Assault	1	3	4	1	4
Vandalism	8	9	16	7	5	Vandalism	7	3	2	3	1
Weapons Violations	2	4	0	1	2	Weapons Violations	2	0	1	0	1
Other Sex Offenses	4	8	4	4	1	Other Sex Offenses	6	4	1	3	0
Disorderly Conduct	32	31	39	32	38	Disorderly Conduct	46	28	25	20	19
Embezzlement	0	0	0	0	0	Embezzlement	1	0	0	0	0
Driving Under the Influence	5	3	1	2	0	Driving Under the Influence	2	3	3	2	0
Liquor Laws	1	0	1	1	0	Liquor Laws	0	0	0	2	1
Runaways	0	0	0	24	0	Runaways	0	0	0	0	0
Offenses Against the Family	0	5	6	2	4	Offenses Against the Family	1	0	3	0	0
Illegal Gambling	0	0	1	0	0	Illegal Gambling	1	1	1	0	0
All Other Offenses	113	119	146	145	135	All Other Offenses	104	58	68	75	58
Total	757	989	760	872	810	Total	446	417	404	574	182



STATE OF CONNECTICUT

DIVISION OF SPECIAL REVENUE

BOX 310424

NEWINGTON, CONNECTICUT 06131-0424

(860) 594-0502 Fax: (860) 594-0696

Susan G. Townsley
Executive Director

October 21, 2002

Ms. Laura W. Smith
Office of the Attorney General
6 State House Station
Augusta, Maine 04333-0006

Dear Ms. Smith:

As requested, please find enclosed a copy of the Division of Special Revenue's organizational charts and report of Administrative Hearings held from Fiscal Year 1994 through 2001. We are also sending you a gratuitous copy of the Mashantucket Pequot Gaming Procedures.

Should you have any questions or require additional information, please do not hesitate to contact me at (860) 594-0650.

Very truly yours,

A handwritten signature in black ink that reads "Anne K. Stiber".

Anne K. Stiber, Esq.
Assistant Unit Chief
Administrative Hearings Section

AKS/mch
Enclosures

**Regulatory Facts for the Division of Special Revenue
Fiscal Year 2001-2002**

Gambling Regulation

Tests conducted (greyhound samples)	19,445
Fines collected for violations (all gaming combined)	\$ 14,450
Charitable Games Regulatory Visits (Total)	2,596
Bingos	1,265
Sealed Tickets	1,006
Bazaars	315
Raffles	2
Games of Chance	8
Charitable Games Registrations & Permits (Total)	3,973
Personal Identification Numbers (Bingo)	1,166
Raffle Permits	1,094
Individual Sales Permits (Sealed Ticket)	580
Bingo Permits	404
Sealed Ticket Permits	363
Bazaar Permits	220
Games of Chance Permits	91
Games of Chance Registrations	15
Bingo Registrations	13
Games of Chance Equipment Dealer Registrations	11
Bazaar and Raffle Equipment Dealer Registrations	7
Games of Chance Equipment Operator Registrations	8
Amusement & Recreation Bingo Registrations	1

Security

Investigations	251
Referrals to State Police	5
Licenses issued (Total)	4,919
Occupational	1,913
Lottery - New	401
Lottery – Renewals	2,605

Foxwoods Casino

Temporary licenses issued	1,604
Permanent licenses issued	1,271
Active licenses as of 6/30/2002	9,234

Mohegan Sun Casino

Temporary licenses issued	2,838
Permanent licenses issued	2,603
Active licenses as of 6/30/2002	7,206

Administrative Hearings (Total) 344

Casino	212
Lottery	90
Charitable Games	21
OTB	3
Greyhound Racing	9
Jai Alai	4
Patron Reinstatement	5
Gaming Policy Board Appeals	11

Regulatory Facts for the Division of Special Revenue
Fiscal Year 2000-2001

Gambling Regulation

Urine tests conducted (greyhound specimens)	17,403
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Fines collected for violations (all gaming combined)	\$ 44,775
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Charitable Games Regulatory Visits (Total)	2,103
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Bingos	1,142
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Sealed Tickets	725
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Bazaars	227
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Raffles	3
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Games of Chance	6
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Charitable gaming registrations & permits (Total)	4,080
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Personal Identification Numbers (Bingo)	1,344
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Raffle Permits	1,012
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Individual Sales Permits (Sealed Ticket)	543
--	-----

Bingo Permits	422
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Sealed Ticket Permits	367
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Bazaar Permits	238
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Games of Chance Permits	93
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Games of Chance Registrations	18
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Bingo Registrations	22
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Games of Chance Equipment Dealer Registrations	9
--	---

Bazaar and Raffle Equipment Dealer Registrations	6
--	---

Games of Chance Equipment Operator Registrations	5
--	---

Amusement & Recreation Bingo Registrations	1
--	---

Security

Investigations	281
Referrals to State Police	25

Licenses issued (Total)	5,284
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Occupational	2,289
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Lottery - New	377
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Lottery – Renewals	2,618
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Foxwoods casino

Temporary licenses issued	1,814
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Permanent licenses issued	1,458
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Active licenses as of 6/30/2001	8,906
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Mohegan Sun casino

Temporary licenses issued	1,480
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Permanent licenses issue	1,180
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Active licenses as of 6/30/2001	5,492
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Administrative Hearings (Total)	359
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Casino	156
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Lottery	136
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Charitable Games	29
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OTB	17
-----	----

Greyhound Racing	11
------------------	----

Jai Alai	3
----------	---

Patron Reinstatement	7
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Gaming Policy Board Appeals	2
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**Regulatory Facts for the Division of Special Revenue
Fiscal Year 1999-2000**

Gambling Regulation

Urine tests conducted (greyhound specimens)	15,518
Fines collected for violation of rules	\$5,800

Licenses issued

Occupational	2,301
Lottery - New	376
Lottery – Renewals	2,566

Foxwoods casino

Temporary licenses issued	1,617
Permanent licenses issued	1,560
Temporary from previous year	0
Permanent from previous years	6,379
Active licenses as of 6/30/2000	9,322

Mohegan casino

Temporary licenses issued	1,223
Permanent licenses issued	742
Temporary from previous year	178
Permanent from previous year	2,707
Active licenses as of 6/30/2000	4,850

Charitable organizations

Amusements & Recreational Bingo registrations	2
Bingo Registrations	19
Bingo Permits	462
Personal Identification Numbers	1,212
Sealed Ticket Permits	377
Individual Sales Permits	569
Bazaar Permits	226
Raffle Permits	1,086
Games of Chance Registrations	21
Games of Chance Permits	87
Games of Chance Equipment Dealer Registrations	9
Games of Chance Equipment Operator Registrations	4
Bazaar and Raffle Equipment Dealer Registrations	8

Security

Investigations	109
Referrals to State Police	10

Charitable Games Regulatory Visits

Bingos	1,216
Sealed Tickets	742
Bazaars	60
Raffles	1
Games of Chance	1

Administrative Hearings

Lottery	194
Parimutuel/OTB	23
Charitable Games	14
Casino	108
Patron Reinstatement	3
Total Hearings	342
Gaming Policy Board Appeals	5

Regulatory Facts for the Division of Special Revenue
Fiscal Year 1998-1999

Gambling Regulation

Urine tests conducted (greyhound specimens)	15,907
Fines collected for violation of rules	\$6,740

Licenses issued

Occupational	2,572
Lottery - New	430
Lottery – Renewals	2,771

Foxwoods casino

Temporary licenses issued	1,994
Permanent licenses issued	2,139
Active Temporary from previous year	1,484
Active Permanent from previous years	6,668
Total active licenses	8,152

Mohegan casino

Temporary licenses issued	1,362
Permanent licenses issued	1,618
Active Temporary from previous year	1,115
Active Permanent from previous year	3,478
Total active licenses	4,593

Charitable organizations

Amusements & recreational Bingo registrations	2
Bingo Registrations	23
Bingo Permits	472
Personal Identification Numbers	1,407
Sealed Ticket Permits	400
Individual Sales Permits	696
Bazaar Permits	235
Raffle Permits	1,241
Games of Chance Registrations	19
Games of Chance Permits	90
Equipment Dealer Registrations	10
Equipment Operator Registration	6

Security

Investigations	106
Referrals to State Police	17

Charitable Games Regulatory Visits

Bingos	946
Sealed Tickets	650
Bazaars	68
Raffles	1

Administrative Hearings

Lottery	259
Parimutuel/OTB	27
Charitable Games	18
Casino	154
Patron Reinstatement	11
Total Hearings	469
Gaming Policy Board Appeals	10

Regulatory Facts for the Division of Special Revenue
Fiscal Year 1997-1998

Gambling Regulation

Urine tests conducted (greyhound specimens)	17,257
Fines collected for violation of rules	\$7,600

Licenses issued

Occupational	2,608
Lottery	465

Foxwoods casino

Temporary licenses issued	2,048
Permanent licenses issued	1,367
Temporary from previous year	263
Permanent from previous years	4,386
Total active licenses	8,064

Mohegan casino

Temporary licenses issued	1,038
Permanent licenses issued	1,282
Temporary from previous year	789
Permanent from previous year	1,216
Total active licenses	4,325

Charitable organizations

Amusements & recreational Bingo registrations	3
Bingo Registrations	27
Bingo Permits	507
Personal Identification Numbers	1,847
Sealed Ticket Permits	405
Individual Sales Permits	797
Bazaar Permits	251
Raffle permits	1,262
Games of Chance Registrations	21
Games of Chance Permits	96
Equipment Dealer Registrations	17
Equipment Operator Registration	5

Security

Investigations	159
Referrals to State Police	30

Charitable Games Regulatory Visits

Bingos	1,358
Sealed Tickets	921
Bazaars	96
Cow Chip Raffles	2
Las Vegas Nights	2

Administrative Hearings

Lottery	214
Parimutuel/OTB	30
Charitable Games	16
Casino	180
Patron Reinstatement	7
Gaming Policy Board Appeals	7
Total Hearings	454

Regulatory Facts for the Division of Special Revenue
Fiscal Year 1996-1997

Gambling Regulation

Urine tests conducted (greyhound specimens)	25,188
Fines collected for violation of parimutuel rules	\$8,420

Licenses issued

Occupational	2,582
Lottery	514

Foxwoods casino

Temporary licenses issued	2,293
Permanent licenses issued	5,155
Permanent from previous years	621
Total active licenses	8,069

Mohegan casino

Temporary licenses issued	2,544
Permanent licenses issued	1,793
Permanent from previous year	657
Total active licenses	4,994

Charitable organizations

Bingo Registrations	32
Bingo Permits	531
Senior Recreational Bingo	6
Games of Chance Permits	95
Permits - Equipment Dealers	20
Equipment Operators	5
Individual sales permits	1,048

Security Investigations

Referrals to State Police	12
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Charitable Games Regulatory Visits

Bingos	1,257
Sealed Tickets	828
Bazaars	82
Cow Chip Raffles	3
Las Vegas Nights	4

Administrative Hearings

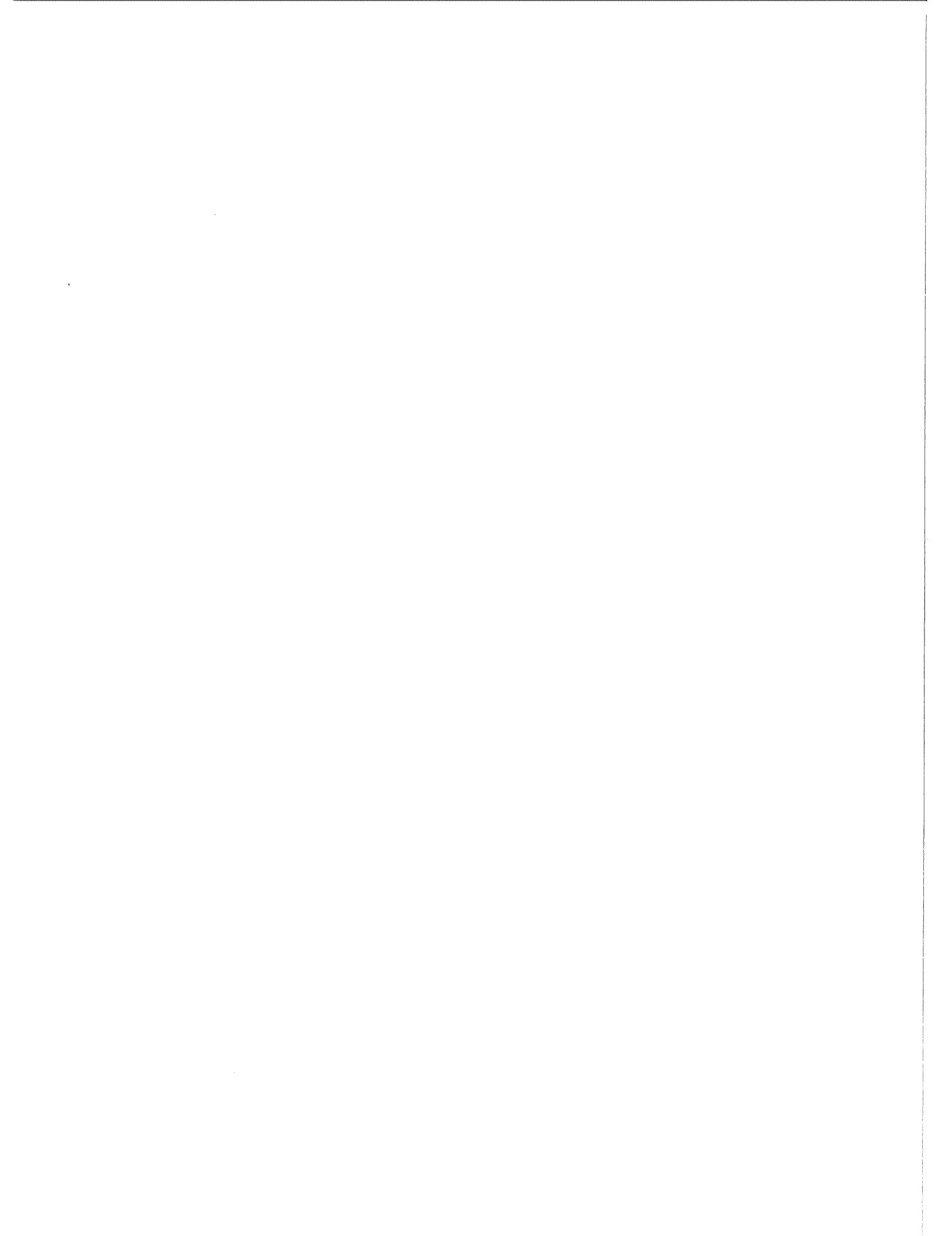
Lottery	217
Parimutuel/OTB	23
Charitable Games	8
Casino	200
Patron Reinstatement	8
Gaming Policy Board Appeals	17
Total Hearings	473

Regulatory Facts
Division of Special Revenue
Fiscal Year 1995-1996

Gambling Regulation	
Urine tests conducted (greyhound specimens)	33,673
Fines levied for violation of parimutuel rules	
Licenses issued	
Occupational	3,514
Lottery	416
Foxwoods casino	
temporary	2,214
permanent	2,770
Total Active	8,225
Mohegan casino	
temporary	4
permanent	3
Total Active	237
Charitable organizations	
Bingo Registrations	36
Bingo Permits	560
Senior Recreational Bingo	3
Games of Chance Permits	89
Permits - Equipment Dealers	20
Equipment Operators	6
Individual sales permits	1,055
Security Investigations	
Referrals to State Police	
Charitable Games	
Regulatory Visits	
Bingos	1,229
Sealed Tickets	810
Bazaars	105
Cow Chip Raffles	11
Duck Race Raffles	1
Las Vegas Nights	1
Administrative Hearings	
Lottery	224
Parimutuel/OTB	56
Charitable Games	9
Casino	72
Patron Reinstatement	4
Gaming Policy Board Appeals	16
Total Hearings	381

Regulatory Facts
 Division of Special Revenue
 Fiscal Year 1994-1995

Gambling Regulation	
Urine tests conducted (greyhound specimens)	22,119
Fines levied for violation of parimutuel rules	153
Licenses issued	
Occupational	3,361
Foxwoods casino	
temporary	1,710
permanent	1,987
Total Active	11,752
Mohegan casino	
temporary	15
permanent	0
Total Active	15
Charitable organizations	
Bingo Registrations	40
Bingo Permits	565
Senior Recreational Bingo	9
Games of Chance Permits	14
Permits - Equipment Dealers	22
Equipment Operators	5
Individual sales permits	3,933
Security Investigations	
Referrals to State Police	142
	7
Charitable Games	
Regulatory Visits	
Bingos	1,353
Bazaars	114
Cow Chip Raffles	19
Las Vegas Nights	10
Administrative Hearings	
Lottery	254
Parimutuel/OTB	31
Charitable Games	51
Casino	100
Patron Reinstatement	6
Gaming Policy Board Appeals	36
Total Hearings	478



Administrative Office of the Courts

62 Elm Street, P.O. Box 4820, Portland, ME 04112

James T. Glessner
State Court Administrator
Telephone: (207) 822-0710
FAX: (207) 822-0781
TTY: (207) 822-0701

October 22, 2002

Laura Yustak Smith
Assistant Attorney General
Department of the Attorney General
State House Station #6
Augusta, ME 04333-0006

Dear Ms. Yustak Smith:

I am writing to respond to your request as the Attorney General's representative on the Casino Commission to address the impact on the court system if a proposed resort casino is built in Maine. We in the Judicial Branch appreciate the fact that the Commission would recognize that building a casino would have an effect on the institutions of state government, including the courts. A limitation of time and the lack of staff resources to conduct research on the question of what that impact might be, leaves us with little concrete information to share in this regard. We can, however, identify areas of possible impact and factors that would be important in determining the scope of that impact.

The first reason for anticipating an impact on the courts is simply numbers of people. It is evident that a casino will attract many people from around the state and from out of state. We have read an estimate of 7.6 million visits per year to the casino. We know that this large number of visitors will result in additional vehicular traffic and additional traffic will mean more traffic violations. The court system will be responsible for processing all traffic ticket payments and all court cases that result from these infractions.

In addition to having more cars on the road an increase in the number of people visiting Maine or moving to Maine to secure jobs in the casino creates the potential for increased criminal or civil cases being filed in the courts. Court cases are a function of numbers of people. When the number of people increases, the need for the services of the courts increases as well. The number of divorces, children's' matters or small claims cases, in addition to criminal and juvenile delinquency cases coming before the courts, will rise along with the population. Estimates could be developed based on current statistical data for filings generated by the current population and traffic infractions based on numbers of vehicles on the turnpike, but that information has not been developed.

We have been told anecdotally that the building of casinos in the State of Connecticut has not caused a burden on their state courts and has not resulted in their state court system receiving additional resources. Their experience, which differs from what we would anticipate in Maine, points out that there are a number of factors that could aggravate or mitigate the need for additional resources in the state court system to accommodate the effects of the casinos. They include the following:

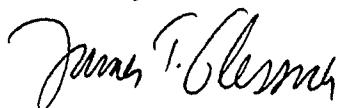
- The role of tribal courts: In Connecticut, the casinos are located on tribal lands and tribal courts are responsible for misdemeanor offenses that occur on their property. As a result, a large volume of cases that would otherwise go to the state courts is resolved through the tribal court system. It remains to be seen where a casino might be built in Maine and the extent to which offenses occurring on casino property would be under the jurisdiction of the tribal or state courts.
- Preventative Measures: The way in which a casino is operated will play a major role in defining the problems that occur there and the number of those problems that will end up in the state court system. At this time the extent to which a casino will take preventative measures to deter crime is one of the unknowns. The quality of the security program will be an important factor in determining the extent to which a casino will be at high or low risk for criminal activity.
- Social Services: In addition to the courts' responsibilities in processing criminal cases and traffic matters, a great deal of the court's work involves civil cases including family and property matters. One of the anticipated effects of an increase in population and an increase in the number of workers in the state will be the need for assistance for both casino employees and those in local communities in dealing with social issues that might otherwise require court intervention. The extent to which programs exist to meet community needs, will impact the work required by the courts.
- Finally, the extent to which law enforcement is able to respond to increased crime or traffic violations will be a factor as well. We would anticipate that the increases in population would result in more law enforcement officers. An increase in the number of law enforcement officers will result in increased filings in the courts.

We do know that by any measure the courts in Maine are understaffed and under funded. The most recent publication of the National Center for State Courts entitled "*Examining the Work of State Courts, 2001*" shows that Maine has the fewest judges and the highest number of cases per judge of any state in the country. That being the case, any increase in court activity is going to require additional resources. Connecticut is a state that has a much larger judicial system and a much larger judicial budget than does Maine, so that the impact of the creation of casinos there was able to be absorbed. Maine's court system does not have the same flexibility and, the establishment of a single casino has the potential for a significant impact on the courts and the need for additional resources.

Laura Yustak Smith
Page 3

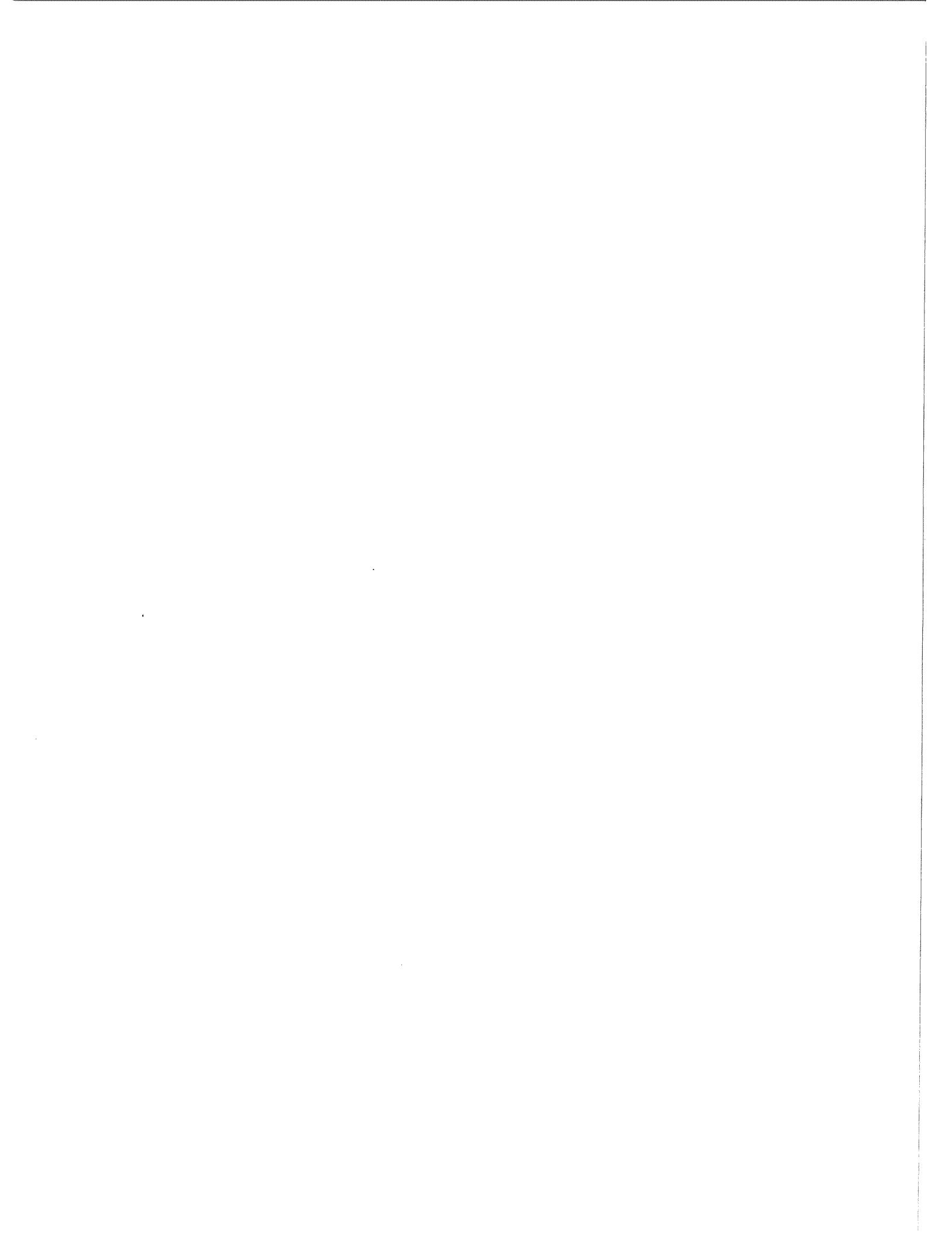
At this point we cannot provide specific estimates but we would anticipate the need for additional resources if a casino of the size being discussed with the Commission were built. We appreciate the opportunity to provide this input and will be prepared to offer additional information if it would be helpful.

Sincerely,



James T. Glessner

JTG/cc



G. STEVEN ROWE
ATTORNEY GENERAL



Telephone: (207) 626-8800
TDD: (207) 626-8865

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6 STATE HOUSE STATION
AUGUSTA, MAINE 04333-0006

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128 SWEDEN ST., STE. 2
CARIBOU, MAINE 04736
TEL: (207) 496-3792
FAX: (207) 496-3291

October 29, 2002

Danielle Fox
Office of Policy and Legal Analysis
13 State House Station
Augusta, ME 04333

RE: Enclosed Draft Report

Dear Danielle:

I have enclosed a copy of a Draft Report dated April 2001. This report was prepared by Buckhurst Fish & Jacquemart, Inc. for the South Western Regional Planning Agency of the State of Connecticut. It attempts "to determine the impacts that a casino in Bridgeport, Ct would likely have on traffic conditions along I-95, Route 15, and other major roadways in the South Western Regional of Connecticut" (page 1).

The report addresses certain areas of concern that the Commission has not been able to address in our meetings, specifically, increased emissions of pollutants, increases in crashes and fatalities, and direct, indirect and induced economic costs related to increased traffic delays. The report recommends that a more detailed economic impact analysis be conducted to estimate such economic costs (page 2).

You may wish to make this report available to members of the Commission as another example of a traffic impact study.

Very truly yours,

A handwritten signature in black ink, appearing to read "Laura Yustak Smith".

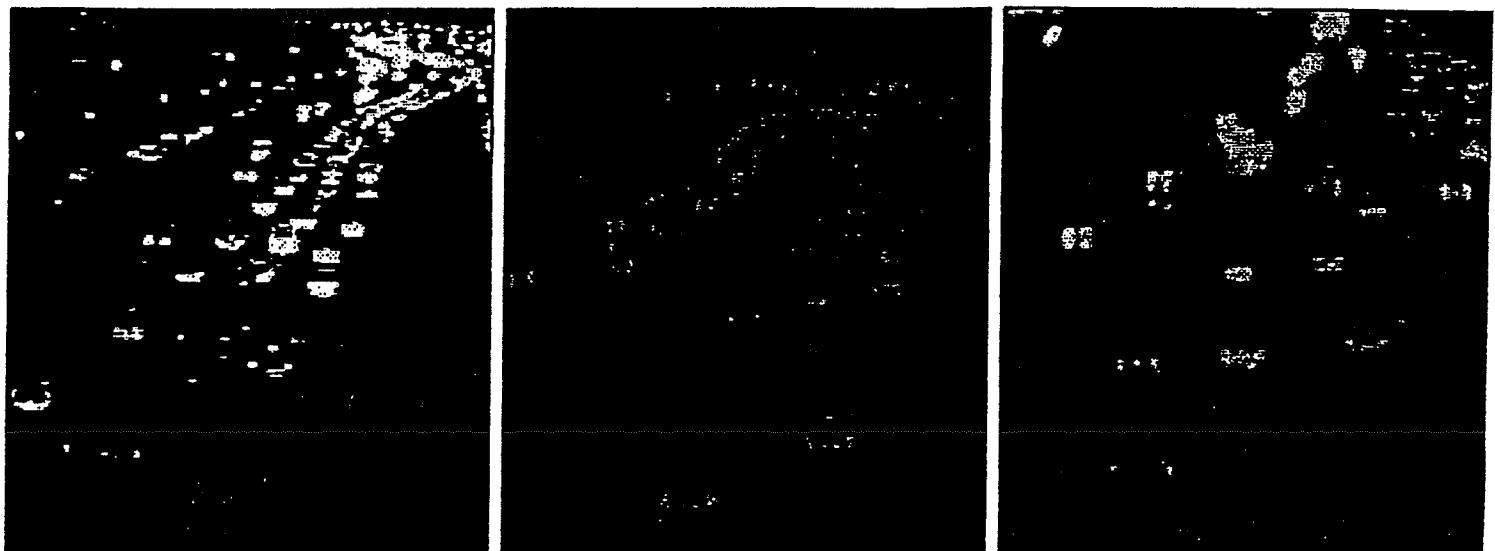
Laura Yustak Smith
Assistant Attorney General

lys/l
enc.

cc: G. Steven Rowe, Attorney General
Lt. John P. Dyer, MSP

Direct line: (207) 626-8803
E-mail: laura.y.smith@state.me.us

BRIDGEPORT CASINO TRAFFIC IMPACTS ON THE SOUTH WESTERN REGION OF CONNECTICUT



Northbound I-95 Congestion in Stamford, Darien and Norwalk, CT at 5:45 PM on Friday, December 1, 2000

DRAFT REPORT

April 2001

Prepared for the

South Western Regional Planning Agency

by

**Buckhurst Fish & Jacquemart Inc.
881 Broadway, Third Floor
New York, New York 10003
(212) 353-7474
(212) 353-7494 FAX**

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EXECUTIVE SUMMARY

The purpose of this study was to determine the impacts that a casino in Bridgeport, CT would likely have on traffic conditions along I-95, Route 15 and other major roadways in the South Western Region of Connecticut. This study addresses concerns of the South Western Regional Planning Agency (SWRPA) and its member municipalities (Darien, Greenwich, New Canaan, Norwalk, Stamford, Weston, Westport and Wilton) that have developed in response to the Golden Hill Tribe of the Paugusset Indian Nation's plans to build a casino in the Bridgeport area. This casino is contingent upon the tribe gaining the federal recognition status that they are currently pursuing.

For this study, SWRPA retained Buckhurst Fish & Jacquemart, Inc. (BFJ) to update and expand a 1995 traffic impact study for a Bridgeport Casino that ultimately did not gain approval from the State of Connecticut. For the purposes of the new study, we assumed a casino with 15,000 gaming positions. This is approximately 35% larger than Foxwoods Casino was in 1997. We consider this to be a conservative estimate of the potential size of the casino. According to the Golden Hill Paugussetts' web site outlining their casino plans, the casino would have 25,000 parking spaces plus additional parking for a Bingo Hall, Convention Center and Sports Coliseum. This compares to approximately 19,000 parking spaces at Foxwoods in 1997.

A casino in Bridgeport would significantly impact traffic in South Western Connecticut not only because of its size, but because of its unique traffic characteristics. Unlike most other uses, casinos generate traffic 24 hours a day, seven days a week, 365 days a year. In addition, the hourly distribution of the inbound casino traffic overlaps with the hourly distribution of northbound traffic on I-95, i.e. the peak periods of traffic generation for the casino are the same as the existing peak periods of congestion on I-95. (See Figure 2.) The vehicle trips to and from a casino are also much longer than other types of trips such as home to work, shopping etc. Finally, because of the regional demographics, a casino in Bridgeport would attract a very high proportion of trips from the southwest.

Based on the 15,000 gaming positions and conservative estimates of modal distribution, roughly 42,000 vehicle trips are expected to result from the casino on an average summer Friday over a 24-hour period. This is based on a modal split where 50% of trips from the west, 20% of the trips from the north and east, and 60% of the trips from Long Island occurring on public transportation. Currently, only about 30% of the trips to Foxwoods occur on public transportation. Approximately 11,000 of the 42,000 daily vehicle trips would be added to northbound I-95. In the hours where demand exceeds capacity, vehicles will be forced to shift to other travel times, travel routes or travel modes. Even assuming that 50% of the casino related volumes from the west would occur on public transportation, the over-capacity vehicles would be forced to shift to other time periods. With these shifts, bumper to bumper conditions would increase from 6 hours today to 14 hours a day, roughly from 9 AM to 11 PM. Between noon and midnight the average speed on northbound I-95 traffic would decrease from 46 mph to 34 mph. Traffic counts and speed surveys show that in recent years, the practical capacity of I-95 has decreased due to the more frequent occurrences of severe bumper-to-bumper traffic at slow speeds. If the capacity of I-95 decreases further as a result of the casino congestion, traffic conditions could be even worse than our estimate of 14 hours of congestion on a typical summer Friday.

On northbound Route 15, the impacts of the additional traffic are also substantial. On a typical summer Friday, we have about 2 hours where traffic volume exceed capacity. Traffic during these hours will likely shift to other time periods resulting in approximately 4 hours on a typical summer Friday of bumper to bumper conditions in the northbound direction. We estimate that the average

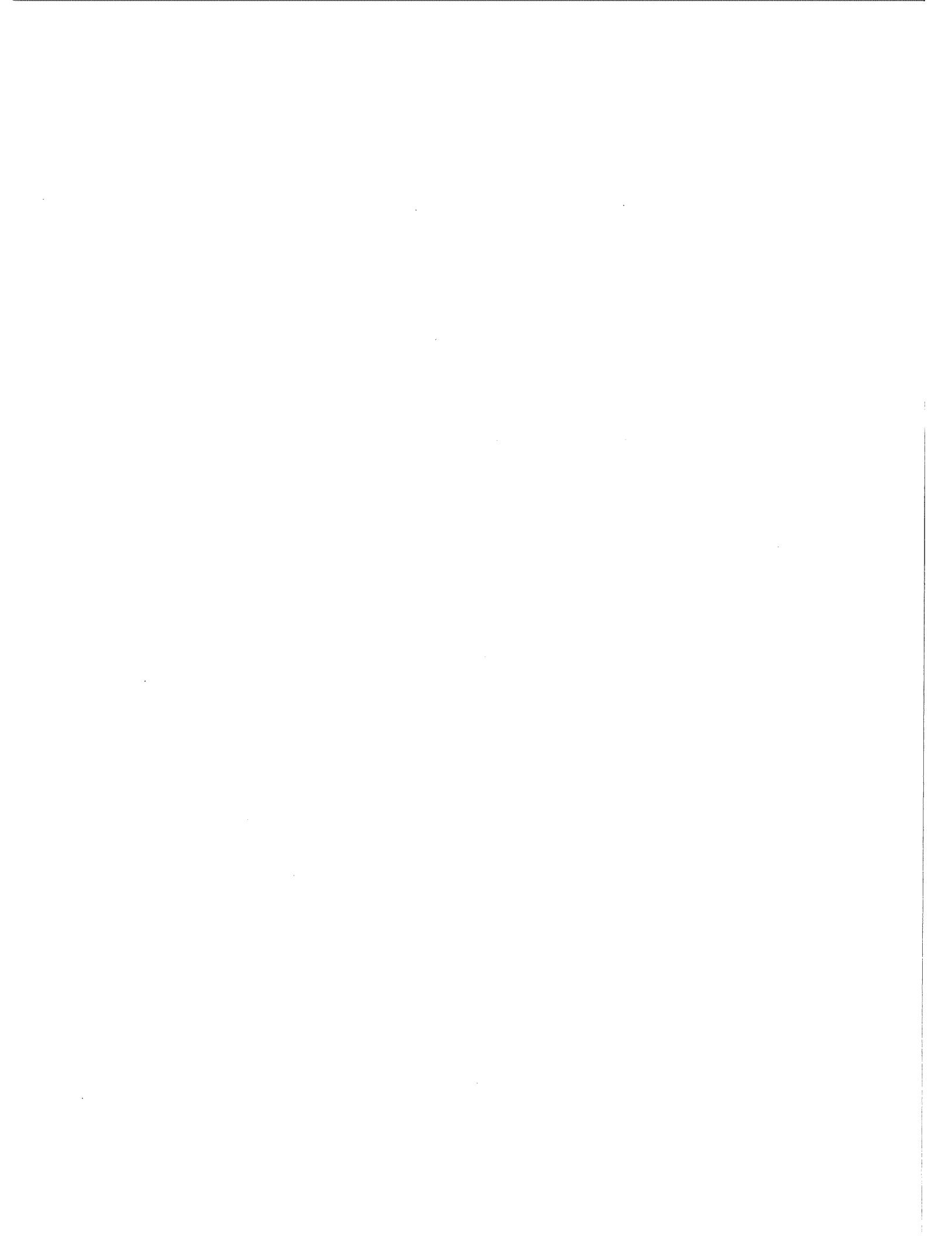
speed in the northbound direction will decrease from 54 mph to 49 mph between noon and midnight on typical summer Fridays.

The impact on other roadways would be less dramatic than the impact of the casino traffic on current I-95 and Route 15 northbound traffic conditions. Whereas I-95 and Route 15 volume increases would be in the range of 13%-14%. The volume increases in the other locations we studied would be between 1% and 9%. These increases are not expected to create capacity problems, however there will be a noticeable change in the amount of traffic on these roadways.

The traffic generated by the proposed casino would produce increased emissions of three key pollutants: volatile organic compounds (VOCs), nitrogen oxides (NOx), and carbon monoxide (CO). VOC and NOx emissions are of concern because of their role in the formation of ozone, a pollutant of concern on a regional basis. CO emissions are of greater concern at the local level (i.e., near the source). Using an analysis year of 2006, the emissions analysis indicates that the casino would result in an additional 0.4 tons per day of VOCs on the combined highway system of Southwestern Connecticut (an increase of 9.4 percent.) This would consume much of the remaining VOC emissions budget for the region leaving only 0.3 tons of the budget reserve. The casino would not have a significant impact on the NOx or CO budgets.

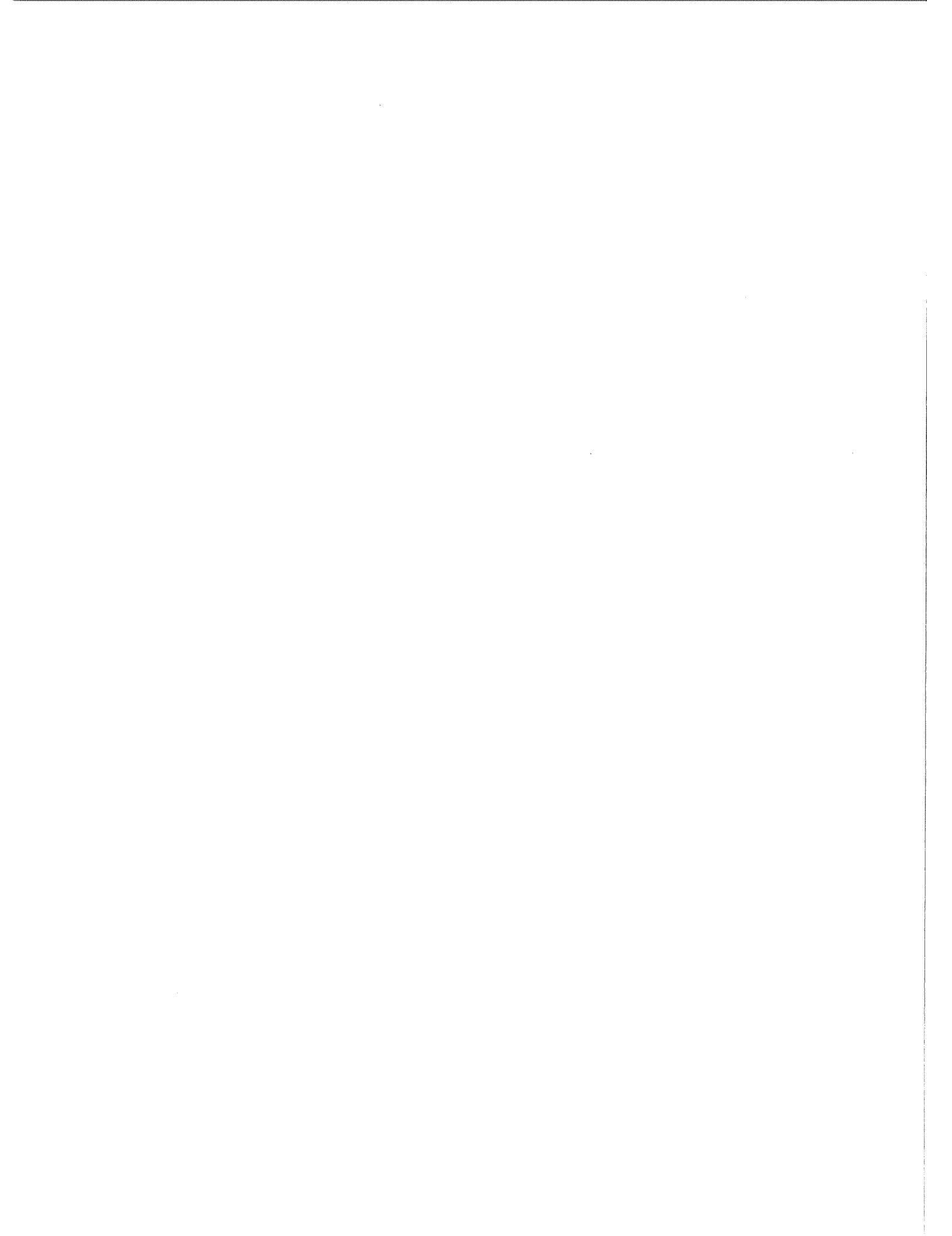
One of the most dramatic impacts of a casino in Bridgeport is the potential effect on the number of crashes on I-95 and on the Merritt Parkway. More than 1,100 new crashes could occur each year on I-95 and the Merritt Parkway combined as a result of the casino-related traffic volumes. Nearly 4 (3.6) additional fatalities would occur on these highways related to the casino volumes. The cost of these crashes is staggering at \$18.7 million for the additional crashes (1999 dollars).

The travel delays caused by the casino traffic also have a significant impact on the region's economy. Direct economic costs related to increased traffic delays in the region have been estimated at a total of \$64 million per year (in 2001 dollars). This cost only includes the annual time loss of the traffic circulating in the region. A majority of this cost will be borne by commuters, business travelers and consumers, with the balance being borne by local businesses. In addition to the direct costs to the region, there are the indirect or induced costs related to the delays and reduced accessibility: relocation costs of businesses and households, loss of employee productivity and business earnings, property value reductions due to reduced accessibility, etc. These indirect or induced costs are expected to be substantial, such that the total economic disbenefits may be more than double the direct costs related to the delays. A more detailed economic impact analysis should be undertaken to estimate the full economic costs of the proposed casino.



APPENDIX O

Presentation from Michael Cantara, Maine Prosecutors' Association



MAINE PROSECUTORS' ASSOCIATION

TO: TASK FORCE TO STUDY THE IMPACT OF A MAINE-BASED CASINO
FROM: MICHAEL P. CANTARA, PRESIDENT, MAINE PROSECUTORS' ASSOCIATION *MPC*
RE: TESTIMONY REGARDING THE LEGALIZATION OF CASINO GAMBLING IN MAINE
DATE: OCTOBER 25, 2002

**GOOD MORNING. MY NAME IS MICHAEL P. CANTARA AND I LIVE
IN BIDDEFORD, MAINE. I COME BEFORE THIS TASK FORCE IN MY CAPACITY
AS THE CURRENT PRESIDENT OF THE MAINE PROSECUTORS' ASSOCIATION.**

**MY BACKGROUND IN PUBLIC SERVICE IS AS FOLLOWS: I SERVED
FOR NEARLY FOUR YEARS ON THE BIDDEFORD PLANNING BOARD
(1984-1987); SERVED AS MAYOR OF THE CITY OF BIDDEFORD FOR TWO
YEARS (1988-1989). I HAVE BEEN AN ATTORNEY IN MAINE FOR TWENTY-ONE**

**YEARS, GRADUATING FROM THE UNIVERSITY OF MAINE SCHOOL OF LAW IN
PORTLAND IN 1981. I HAVE FOURTEEN YEARS OF EXPERIENCE AS A
PROSECUTOR, AND HAVE BEEN THE DISTRICT ATTORNEY FOR YORK
COUNTY FOR THE PAST TWELVE YEARS.**

**THE MAINE PROSECUTORS' ASSOCIATION DISCUSSED THE
NOTION OF CASINO GAMBLING AT ITS BOARD MEETING ON
SEPTEMBER 20, 2002. ALL OF THE PROSECUTORS PRESENT AGREED THAT
NO PROSECUTORIAL DISTRICT COULD HANDLE THE ANTICIPATED
INCREASE IN OFFENSES WHICH WE EXPECT WOULD FLOW FROM THE
LEGALIZATION OF CASINO GAMBLING. IT WAS ALSO AGREED THAT MAINE
COURTS COULD NOT ACCOMMODATE THE INCREASED CASELOAD, NOR
COULD LOCAL LAW ENFORCEMENT AGENCIES ABSORB THE ANTICIPATED
INCREASES. IN AN UNANIMOUS SHOW OF HANDS, ALL PROSECUTORS**

**PRESENT AT THE SEPTEMBER 20TH MEETING DEEMED CASINO GAMBLING IN
MAINE TO BE A “BAD IDEA”.**

**WE ARRIVE AT THESE CONCERNS BASED ON THE COLLECTIVE
EXPERIENCE OF PROSECUTORS WHO HAVE WORKED IN THE SIXTEEN
COUNTIES OF MAINE AND WHO HAVE WORKED IN THE CRIMINAL JUSTICE
SYSTEM FOR MANY YEARS. WE SEE THE CRIMINAL JUSTICE SYSTEM,
INCLUDING COURTS, POLICE, PROBATION AND PROSECUTORS, AS ALREADY
STRAINED BY CURRENT CASELOADS. THE STRAIN IS LIKELY TO INCREASE
OVER THE NEXT FEW YEARS, GIVEN CURRENT STATE BUDGET WOES.**

**WE ALSO ARE INFLUENCED BY REPORTS FROM OTHER JURISDICTIONS
WHICH HAVE LEGALIZED CASINO GAMBLING. FOR EXAMPLE, ACCORDING
TO A OCTOBER 7, 2002 REPORT ENTITLED: CASINOS AND CRIME (2002-R-9768),
BY DANIELLE O’CONNELL, WHICH EXAMINED THE CRIME RATES IN THE
TOWNS SURROUNDING THE FOXWOODS AND MONHEGAN SUN CASINOS IN**

CONNECTICUT, IT WAS FOUND THAT THERE WERE SOME INCREASES IN CRIME. (SEE ATTACHED REPORT).

IN A REPORT OF THE NEW YORK STATE TASK FORCE ON CASINO GAMBLING TO THE GOVERNOR, DATED AUGUST 30, 1996, IT IS SAID THAT “[P]ROPERTY CRIMES AND TRAFFIC RELATED OFFENSES ARE LIKELY TO INCREASE IN AND AROUND A CASINO, WITH THE EXTENT OF THE INCREASE DEPENDENT UPON THE CASINO’S LOCATION, THE AREA’S HISTORICAL CRIME PATTERNS, AND THE DAILY VISITOR POPULATION”. ID. AT PG XIII.

MORE RECENTLY, IN THE OCTOBER 20, 2002 EDITION OF THE NEW YORK TIMES, IN AN ARTICLE ENTITLED: “CASINOS REVIVE A TOWN, BUT POVERTY PERSISTS”, BY PETER T. KILBORN, ONE CAN READ ON PAGE 18: “OTHER CRIMES NEW TO THE COUNTY HAVE SURGED AROUND THE CASINOS. ‘WE HAVE CREDIT CARD SCAMS, SLOT MACHINE SCAMS, JACKPOT SCAMS’ MR. (JERRY) KING SAID. THERE HAS BEEN A CARJACKING

IN A PARKING LOT AND A MURDER IN A CASINO ELEVATOR". THE N.Y. TIMES ARTICLE DOES GO ON TO SAY THAT “[N]OT MUCH OF THE CRIME HAS SPREAD TO THE TOWN (...)” WHERE THE CASINO IS SITED (TUNICA, MISS.).

ANY INCREASE IN CRIME, GIVEN CURRENT RESOURCES, WILL HAVE NEGATIVE CONSEQUENCES ON MAINE’S OVERBURDENED CRIMINAL JUSTICE SYSTEM. THE CRIMES GENERALLY ASSOCIATED WITH CASINOS, SUCH AS FORGERY, COUNTERFITTING, CHECK AND CREDIT CARD FRAUD, EMBEZZLEMENT, DISORDERLY CONDUCT, AND OUIs WOULD ENTER A CRIMINAL JUSTICE SYSTEM ALREADY STRUGGLING TO COPE WITH EXISTING CASELOADS. THE CONCERN OF THE MAINE PROSECUTORS’ ASSOCIATION CENTERS ON THE POTENTIAL OVERBURDENING OF LOCAL LAW ENFORCEMENT, PROBATION AND PAROLE AND THE COURTS IF CASINO GAMBLING WERE LEGALIZED.

THANK YOU FOR YOUR TIME AND ATTENTION.

OLR Research Report

October 7, 2002

2002-R-0768

CASINOS AND CRIME

By: Danielle O'Connell

You asked whether the Foxwoods and Mohegan Sun casinos have caused school violence to increase in the towns surrounding them (Ledyard, Montville, Norwich, North Stonington, and Preston). You also want to know if serious crime has increased in these towns since the casinos began operating.

SUMMARY

We were unable to locate any studies linking school violence with casinos.

The Foxwoods Casino opened in Ledyard in 1992; Mohegan Sun opened in Montville in 1996. *Uniform Crime Reports (UCR)* data show that since the casinos opened, index (serious) crimes have increased overall in Ledyard, Montville, Norwich, North Stonington, and Preston combined. Index crimes are murder, rape, robbery, aggravated assault, burglary, larceny, and motor vehicle theft (MVT). The increase in these crimes occurred primarily on casino premises.

Several studies have linked casinos and crimes. A range of other factors affects crime, including population density and growth, number of visitors, income levels and economic conditions, and law enforcement strength. These are outside the scope of this report, which describes the changes in crime figures but does not discuss the casinos' role in them or causality.

The UCR data show that:

1. During 1983 through 1991, an average of 2,400 index crimes per year were committed in the five towns combined; between 1992 through 1995, when Foxwoods was the sole casino operating, the annual average increased by 16% to 2,791 crimes. Between 1996 and 2000 (the latest year for which data are available), when both casinos were operating, the average increased to 2,904-up 21% over the pre-casino years.
2. Larceny and aggravated assault accounted for the biggest share of crimes and for most of the increase.
3. Robbery and MVT increased marginally, while burglary declined.
4. Murder and rape figures were generally unchanged, except in Norwich,

where rape increased.

5. Ledyard and Montville had the most significant increases in crime during the post-casino years.

6. In North Stonington and Preston, the number of serious crimes remained relatively unchanged during the period reviewed.

7. During the 1983 to 2000 period, the statewide number of index crimes fell 42%, from 156,199 to 110, 298, with decreases in all of the crime categories other than aggravated assault and rape. In contrast in the five towns, index crimes increased by 2. 3%.

The report presents annual number of crimes, rather than crime data per 1,000 residents. According to U. S. census data, there were no significant population fluctuations in the five towns between 1980 and 2000.

BACKGROUND

Towns Receiving Impact Grants

The report discusses the towns of Ledyard, Montville, North Stonington, Norwich, and Preston. These towns have been identified by the state as those most directly affected by the casinos and consequently are recipients of state impact grants from the Mashantucket Pequot and Mohegan Fund.

Index Crimes

Serious crime is measured by an index consisting of violent crimes (rape, murder, robbery, and aggravated assault) and property crimes (burglary, larceny, and motor vehicle theft). These crimes are called index crimes. Police departments must report them to the State Police, which compiles and publishes them annually in UCR. The index does not include other crimes generally associated with casinos, such as forgery, counterfeiting, check and credit card fraud, embezzlement, disorderly conduct, and drunk driving.

The figures in this report are based on "actual offenses," which are crimes reported to law enforcement agencies, minus complaints determined to be unfounded.

Period Reviewed

The report covers 1983 through 2000, broken down as follows: 1983 through 1991 (pre-casino years); 1992 through 1995 (Foxwoods' period); and 1996 through 2000 (post Mohegan Sun years, when both casinos were operating).

LARCENY

Larceny is the non-violent, unlawful taking of property from another and includes shoplifting, pick pocketing, purse snatching, and theft from motor vehicles.

Five Towns

Overall, larceny increased in the five towns combined (see Attachment 1, Figure 1). In the nine pre-casino years, larcenies averaged 1,457 per year. From 1992 to 1995, the annual average rose by 24% to 1,815. Between 1996 and 2000, it rose to 1,972 per year, a 35% increase above the pre-casino years. Most of the increase occurred in Ledyard and Montville.

Ledyard

Since 1992, larcenies in Ledyard have been increasing dramatically and have remained above the pre-casino levels. These crimes increased from a pre-casino average of 130 per year to 602 per year between 1992 and 1995.

This is a 363% increase. They continued to increase after the Mohegan Sun opened, averaging 664 per year between 1996 and 2000, a 411% increase over the pre-casino years (see Attachment 2, Figure 2).

As Table 1 shows, most of the increase between 1996 and 2000 occurred on casino premises.

Table 1: Larceny Crimes Committed in Ledyard (1996-2000)

Crime Location	1996	1997	1998	1999	2000
Casino Premises	518	538	737	490	565
Town (excluding casino)	80	102	84	104	101
Total	598	640	821	594	666

Montville

Starting in 1996, the number of larcenies in Montville increased to an 18-year high in 2000. The increase though substantial was much less dramatic than that in Ledyard, which until 1991 had fewer cases of larceny than Montville.

In the nine-year period before Foxwoods opened, larcenies averaged 163 per year in Montville. Between 1992 and 1995, the average fell to 123 per year, a 25% drop. Since Mohegan Sun opened in 1996, and through 2000, the average has risen to 393 per year-up 141% above the pre-casino years (see Attachment 2, Figure 2).

Table 2 shows that most of the larceny increases between 1997 and 2000 was on casino premises. Larceny decreased in the rest of the town.

Table 2: Larceny Crimes Committed in Montville (1997-2000)

Crime Location	1997	1998	1999	2000
Casino Premises	251	299	268	453
Town (excluding casino)	154	109	120	126
Total	405	408	388	579

Norwich, Preston, and Stonington

Larceny has been declining in Norwich since 1987 when it peaked at 1,212 offenses. The downward trend continued after the casinos were built. In the nine-year period ending in 1991, larcenies averaged 1,081 per year. Between 1992 and 1995, the average fell to 1,009 per year, a 7% decrease from the pre-casino years. And between 1996 and 2000, the average fell further to 846 per year, a 22% decrease over the pre-casino years.

In North Stonington and Preston, the number of larcenies has remained relatively unchanged since 1983 (see Attachment 2, Figure 2).

MOTOR VEHICLE THEFT (MVT)

Five Towns

The combined five-town data show that MVTs declined during the period 1987 through 1991, when they fell to a five-year low. Beginning in 1993, these crimes started to increase until 1997, when they peaked at 203. In the nine-year pre-casino period MVTs averaged 147 per year. Between 1992 and 1995, the average fell to 123 per year, a 16% decrease. After 1996, the average grew to 164 per year-12% above the pre-casino years (see Attachment 3, Figure 3).

Ledyard

Since the Foxwoods Casino opened, there have been more MVTs in Ledyard every year (except 1999) than in the pre-casino period. In the nine-year pre-casino period, MVTs averaged 8 per year. Between 1992 and 1995, the average doubled to 16 per year. After the Mohegan Sun opened in 1996, and through 2000, the average increased to 20 per year, a 150% increase over the pre-casino years (see Attachment 4, Figure 4).

The following figures show that the majority of MVTs occurred on casino

property.

Table 3: Motor Vehicle Thefts Committed in Ledyard (1996-2000)

Crime location	1996	1997	1998	1999	2000
Casino Premises	28	13	6	5	13
Town (excluding casino)	6	11	9	1	9
Total	34	24	15	6	22

Montville

Beginning in 1995, Montville also saw an upward trend in the number of MVTs per year. In the nine-year pre-casino period, MVTs averaged 19 per year. Between 1992 and 1995, the annual average fell to 11, a 44% decrease.

But, after Mohegan Sun opened in 1996, and through 2000, the average increased to 19 per year-the same as for the pre-Foxwoods period (see Attachment 4, Figure 4).

Table 4 shows the number of MVTs on and off casino premises in Montville between 1997 and 2000.

Table 4: MVTs Committed in Montville (1997-2000)

Crime Location	1997	1998	1999	2000
Casino Premises	7	4	3	0
Town (excluding casino premises)	18	13	11	15
Total	25	17	14	15

Norwich, Preston, and North Stonington

After declining to a 10-year low in 1992, MVTs in Norwich increased to a 16-year high in 1998, after which it declined again. The annual average fell from 109 in the nine-year pre-casino period to 87 in 1992 through 1995, a 20% decrease. Between 1996 and 2000, MVTs averaged 113 per year, a 4% increase above the pre-Foxwoods period (see Attachment 4, Figure 4).

The number of motor vehicle thefts in Preston and North Stonington has remained relatively unchanged since 1983 (see Attachment 4, Figure 4).

ROBBERY

Robbery is the taking, or attempt to take, anything of value from the care,

custody or control of a person by force, threat of force or violence.

Five Towns

The combined data for the five towns show that overall robberies have increased since Foxwoods opened. But, the number of occurrences fluctuates from year to year and, except for Norwich, remains low. In the nine-year pre-casino period, robberies averaged 45 per year. Between 1992 and 1995, the average increased to 59, a 31% increase. From 1996 through 2000, the average remained at 59 per year (see Attachment 5, Figure 5).

Ledyard

The number of robberies in Ledyard began to increase after 1992, reaching a 12-year high of 11 in 1994. It has been declining since but, except for 1998, has remained above the pre-casino level. On average, one robbery was committed per year in the pre-casino years in Ledyard. The average rose to six between 1992 through 1995 and five between 1996 and 2000 (see Attachment 6, Figure 6).

Table 5 shows the number of robberies committed on and off casino premises in Ledyard between 1996 and 2000.

Table 5: Robberies Committed in Ledyard (1996-2000)

<i>Crime location</i>	<i>1996</i>	<i>1997</i>	<i>1998</i>	<i>1999</i>	<i>2000</i>
Casino	3	0	2	2	3
Town (excluding casino)	2	6	0	5	2
Total	5	6	2	7	5

Montville

The number of robberies in Montville began to increase in 1996 to an 18-year high of eight in 1997, and generally, the figures for the post-Mohegan Sun years are higher than the pre-casino years. An average of three robberies per year were committed in Montville between 1983 and 1991, the same as for the period 1992 through 1995. Between 1996 and 2000, the average doubled to 6 per year (see Attachment 6, Figure 6).

Table 6 shows robberies committed in Montville and on casino premises between 1997 and 2000.

Table 6: Robberies Committed in Montville (1997-2000)

Crime Location	1997	1998	1999	2000
Casino Premises	2	1	0	1
Town (excluding casino)	6	3	7	4
Total	8	4	7	5

Norwich

Since 1983, Norwich has had significantly more robberies per year than any of the other five towns. After a period of relative decline, robbery increased dramatically, beginning in 1992. Since then, the averages per year have fluctuated, but have generally remained above pre-casino levels. The average rose from 39 per year between 1983 and 1991 to 48 between 1992 and 1995, a 23% increase. From 1996 through 2000, the average fell slightly to 47, an increase of 21% above the pre-Foxwoods period (see Attachment 6, Figure 6)

Preston and North Stonington

Robbery figures for both Preston and North Stonington have remained relatively unchanged since 1983 (see Attachment 6, Figure 6).

AGGRAVATED ASSAULT

Aggravated assault is the unlawful attack by one person upon another with the intent to inflict severe bodily harm. Such an assault is usually accompanied by a weapon or by means likely to cause death or great bodily injury.

Five Towns

Overall, aggravated assault has been increasing in the five towns since 1985. After a small decline in 1992, it increased again in 1993 and since then, has remained relatively flat, but above the pre-Foxwoods level. Between 1983 and 1991, aggravated assaults averaged 143 per year; from 1992 through 1995, the annual average rose to 210, a 47% increase. Between 1996 and 2000, the average remained at 210, a 47% increase over the pre-Foxwoods period (see Attachment 7, Figure 7).

Ledyard

Aggravated assault had been steadily increasing in Ledyard since 1986, but since 1992, the increase has been more marked. The number of these crimes committed in Ledyard between 1983 and 1991 averaged 16 per year. Between 1992 and 1995, the average increased to 37 per year-up 131%. Between 1996 through 2000, the average rose to 40-up 150% over the pre-Foxwoods period

(see Attachment 8, Figure 8).

Table 7 shows the number of aggravated assaults committed in Ledyard and on casino premises between 1996 and 2000.

Table 7: Aggravated Assaults Committed in Ledyard (1996-2000)

Crime Location	1996	1997	1998	1999	2000
Casino premises	16	13	16	13	12
Town (excluding casino premises)	23	34	29	21	23
Total	39	47	45	34	35

Montville

As is the case with Ledyard, aggravated assault had been steadily increasing in Montville before the Foxwoods Casino opened. After a one-year drop in 1995, it started to rise in 1996 to a 17-year high in 1999 (see Attachment 8, Figure 8). Aggravated assaults, which averaged 34 per year from 1983 through 1991, rose to 52 per year between 1992 and 1995, a 53% increase. Between 1996 and 2000, the average rose to 63 per year-up 85% over the nine pre-casino years.

Table 8 shows the number of aggravated assaults committed in Montville and on casino premises between 1997 and 2000.

Table 8: Aggravated Assaults Committed in Montville (1997-2000)

Crime Location	1997	1998	1999	2000
Casino Premises)	6	6	8	6
Town (excluding casino premises)	62	58	65	49
Total	68	64	73	55

Norwich

The number of aggravated assaults in Norwich had been high in the pre-casino years and remained so after Foxwoods opened. Beginning in 1985, aggravated assault started to rise to a high of 117 in 1989. In 1992, the number of these crimes fell but started to rise again in 1993 to a 13-year high of 121 in 1995. Since then, it has been declining and in 1998, reached its lowest point in 10 years.

On average, 83 aggravated assaults were committed each year in Norwich in the pre-casino period. Between 1992 and 1995, the average grew to 105 per

year-up 27%. Between 1996 and 2000, the average was 89 per year. This is down from the previous period but reflects a 7% increase above the pre-casino period (see Attachment 8, Figure 8).

Preston and North Stonington

The number of aggravated assaults in Preston and North Stonington has remained relatively unchanged since 1983 (see Attachment 8, Figure 8).

BURGLARY

Burglary is the forcible entry, or unlawful entry without force, into a structure.

Five Towns

Overall, burglary decreased in the five towns. The decline began in 1985 and, with the minor exceptions, continued through the post-casino years. For the five towns combined, burglaries averaged 622 per year during the pre-casino years. Between 1992 and 1995, the average fell to 535 per year, a 14% decrease. Between 1996 and 2000, the average fell further to 466, a 25% decrease over the pre-casino years. Norwich accounted for most of the burglaries that occurred each year (see Attachment 9, Figure 9).

Ledyard

Following a period of general decline, burglaries committed in Ledyard fell to a 10-year low in 1992. In 1993, the number of burglaries started to increase slightly through 1996 but remained below pre-casino levels during the Foxwoods period. In the nine-year pre-casino period, burglaries averaged 68 per year. Between 1992 and 1995, the average fell 31% to 47 per year. Between 1995 and 2000, the average increased slightly to 50 per year. This is a 26% decrease from the pre-casino years (see Attachment 10, Figure 10).

Table 9 shows the number of burglaries committed in Ledyard and on the casino property between 1996 and 2000. Burglaries decreased sharply in the town; they increased on the casino premises.

Table 9: Burglaries Committed in Ledyard (1996-2000)

<i>Crimes Location</i>	1996	1997	1998	1999	2000
Casino Premises	1	6	14	10	12
Town (excluding casino premises)	69	49	22	27	39
Total	70	55	36	37	51

Montville

The number of burglaries committed in Montville has been declining since 1987 (except for 1990 and 1991). Generally, the declining trend has continued into the post casino years. Burglaries declined from an average of 119 per year in the pre-casino period to 81 between 1992 and 1995, a 32% decrease. Between 1996 and 2000, the average fell to 66 per year, a 45% decrease over the pre-casino years (see Attachment 10, Figure 10).

Table 10 shows the number of burglaries committed in Montville and on the casino premises between 1996 and 2000.

Table 10: Burglaries Committed in Montville (1997-2000)

<i>Crime Location</i>	<i>1997</i>	<i>1998</i>	<i>1999</i>	<i>2000</i>
Casino Premises	2	1	1	0
Town (excluding casino premises)	74	50	56	84
Total	76	51	57	84

Norwich

The data show that the number of burglaries committed in Norwich remained relatively constant during the pre-casino years, with the exception of 1988, when they decreased. Since 1993, burglaries have been declining in this town and in 1999, fell to an 18-year low. Burglaries decreased from an average of 375 per year between 1983 and 1991 to 350 per year between 1992 and 1995, a 7% decrease. Between 1996 and 2000, the average fell further to 296 per year, a 21% decrease from the pre-casino years (see Attachment 10, Figure 10).

Preston and North Stonington

The number of burglaries in Preston and North Stonington has remained relatively unchanged during the period studied (see Attachment 10, Figure 10).

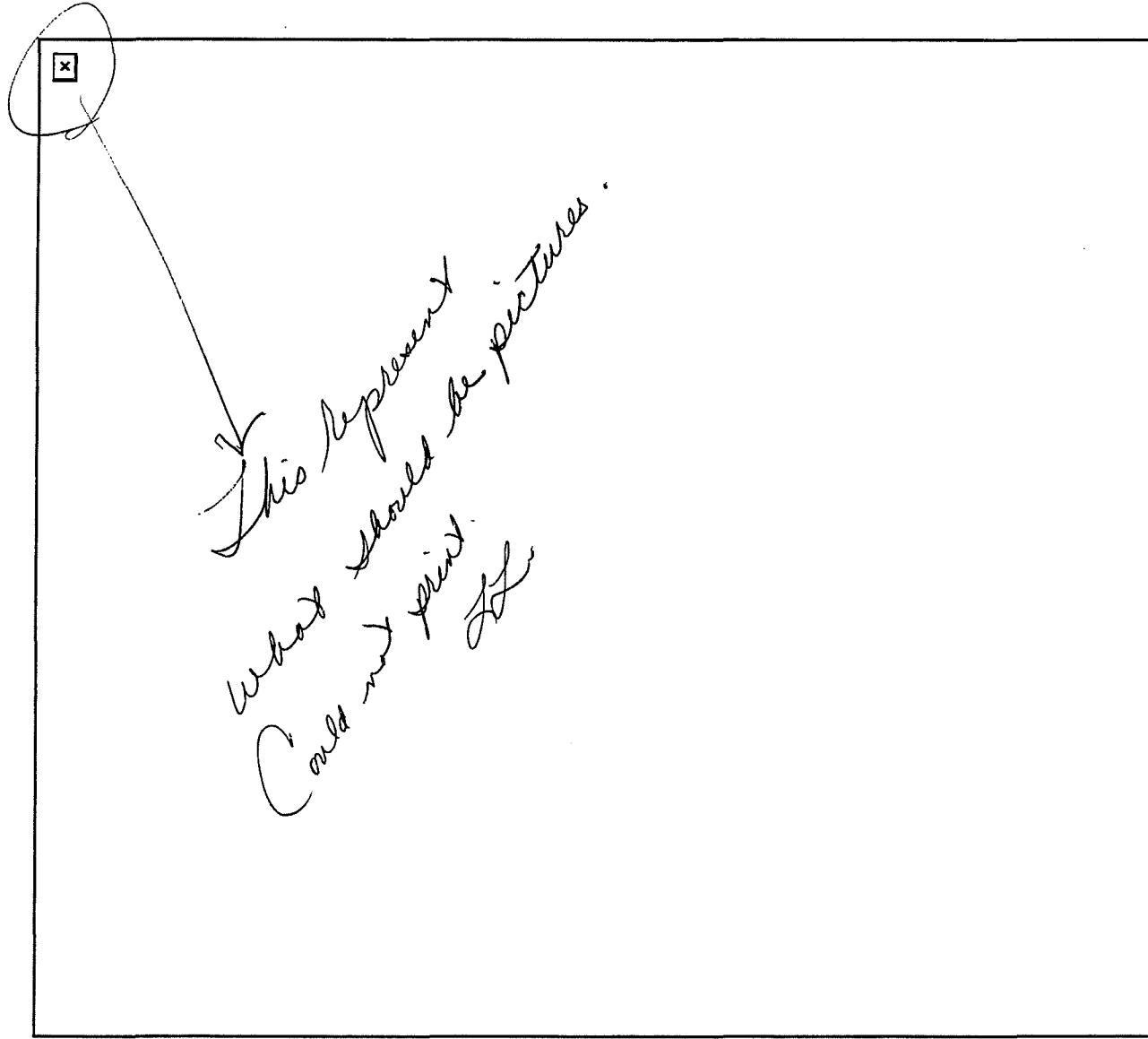
MURDER AND RAPE

Except for Norwich, no town showed any noticeable increase in murder or rape since the casinos opened. In fact, no more than four murders occurred in any of the towns over the 18-year period.

In Norwich, rapes increased from an average of 15 during 1983 through 1991 to 34 between 1992 through 1995, a 127% increase. Between 1996 and 2000,

the average fell to 25 per year, still 67% above the pre-casino years

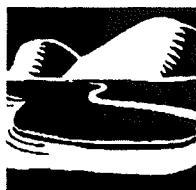
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APPENDIX P

Presentation from the Southern Maine Regional Planning Commission



SOUTHERN MAINE REGIONAL PLANNING COMMISSION

RECEIVED

Oct 20, 2002

The Council of Governments
of the Municipalities of York County
and Southern Oxford County

Acton
Alfred
Arundel
Baldwin
Berwick
Biddeford
Brownfield
Buxton
Cornish
Dayton
Denmark
Eliot
Fryeburg
Hiram
Hollis
Kennebunk
Kennebunkport
Kittery
Lebanon
Limerick
Limington
Lovell
Lyman
Newfield
North Berwick
Ogunquit
Old Orchard Beach
Parsonsfield
Porter
Saco
Sandford
Shapleigh
South Berwick
Stoneham
Stow
Sweden
Waterboro
Wells
York

October 28, 2002

Legislative Task Force to Study the Impacts of a Maine-based Casino

Dear Task Force Members:

The Southern Maine Regional Planning Commission (SMRPC) has been following with interest the on-going debate concerning the location of a casino in southern Maine – more specifically in York County. While the Executive Committee of SMRPC has not taken a formal position on the possible location of a casino in this region, we do want to take this opportunity to offer some thoughts and concerns as you continue your deliberations.

As background, we would like to first say we represent 39 towns in York, Oxford and Cumberland counties. We provide technical assistance to Planning Boards and Selectman within those communities, access to grant funding, provide transportation planning and economic development services to those same communities, function as the Census Data Center for the region and also work on a number of statewide and regional projects.

With that in mind, we offer the following ideas for consideration as you work through this process. While it appears that a great deal of attention is being paid to statewide impacts on budgets and services we hope the same attention to detail has or will be paid to local and regional impacts. Based on our limited research into the impacts of casino gambling in southeastern Connecticut, there seems to be little doubt about the impacts on traffic and services at the regional and sub-regional level. Additionally, there is concern about the impacts on existing businesses and their employee base. The impacts of a casino this size extend far beyond the borders of the host community and must be recognized as regional in nature. These impacts and their associated costs must be quantified.

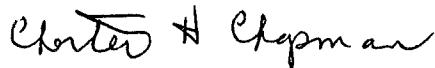
We hope the Task Force has the resources to look at other models whereby regions and communities are adequately compensated for the local costs they assume when a casino locates in the area. While there are

obvious benefits (as far as employment and tax revenues), a lesson of southeastern Connecticut seems to be that these benefits did not accrue to the surrounding communities but instead were distributed throughout the state. This essentially left the region with a wide array of uncovered costs. We believe now is an appropriate time to consider these issues and not later.

Finally we hope that if a specific proposal and location for a casino is developed at some future time, more resources will be available to examine the impacts. While a host community will likely have access to a range of professional services (likely paid for by the developer) to study the impacts of this proposal, surrounding communities may not have any. Furthermore, it is obvious, despite your time and effort, that more resources would have aided your study. We don't feel a \$6,000-\$7,000 budget is truly adequate to conduct the research that is needed.

Thank you for your time and attention to these matters. If you have further questions, please do not hesitate to call our Executive Director, Paul Schumacher at 324-2952.

Sincerely,



Chet Chapman,
Chairman,
Southern Maine Regional Planning Commission



Paul Schumacher
Executive Director

Cc; SMRPC Communities

Context for a Casino in Southern Maine



Presented by



October 25, 2002

What We Hope to Accomplish

- Provide a local and regional context to your deliberations
- Provide background into key issues in the region
- Highlight those issues and impacts which may be of most importance to the communities (from a municipal planning perspective)

Southern Maine Regional Planning Commission

- Council of Governments serving 39 towns in Southern Maine
- Census Data Center
- Economic Development District
- Geographic Information Systems Center
- Technical assistance to towns on land use, transportation and economic development
- Have no position for or against a casino in region
- Do want to ensure that objective information is made available and impacts upon local communities are accounted for

Local and Regional Review of:

- County Overview/Services
- Land Use Issues/Demographics
- Economic Development/Labor Force
- Traffic and Public Transportation

Growth and Development Overview

- 2000 Population of York County = 186,742
- 14% of the State's population
- 47% of the State's population growth from 1990-2000 occurred in York County (over 50% in the last two years)
- Increase of 14,293 housing units from 1990-2000
- 22% of the State's housing growth occurred in York County during the period

York County Police Services

- 14 Towns covered by County Sheriff
- 28 Patrolmen for Sheriff's Office
- 15 Towns with own police force
- New County Jail to be completed by June 2003
- 250 beds with a max. capacity of approximately 400
- Peak period jail population (summer 2002) = 200

Land Use/Demographics Summary

- York County is the most rapidly growing area of Maine. 14,293 new housing units were constructed from 1990-2000.
- Medium-priced Housing is not readily available for purchase. In August 2002, only 55 units of housing were for sale that would be affordable to families making the median income.
- On April 1, 2000 only 1,029 units were available for rental to newcomers in the entire county.
- Thirteen towns have adopted “growth caps” in response to growth stresses. One additional town will vote on a cap in November.

U.S. Census Data - York County
Southern Maine Regional Planning Commission

	Total Population 1990 Census	Total Population 2000 Census	Change in Number	Percent Change	Total Housing Units 1990 Census	Total Housing Units 2000 Census	Change in Number	Percent Change	Rental Housing 2000	Rental Unit Vacancy Rate	Available Rental Units
York County											
Acton	1,727	2,145	418	24%	1,596	1,910	314	20%	92	3.20%	3
Alfred	2,238	2,497	259	12%	916	1,103	187	20%	173	3.40%	6
Arundel	2,669	3,571	902	34%	1,036	1,415	379	37%	206	1.40%	3
Berwick	5,995	6,353	358	6%	2,222	2,414	192	9%	553	3.20%	18
Biddeford	20,710	20,942	232	1%	9,051	9,631	580	6%	4,443	4.40%	195
Buxton	6,494	7,452	958	15%	2,362	2,930	568	24%	425	2.50%	11
Cornish	1,178	1,269	91	8%	502	588	86	17%	107	5.30%	6
Dayton	1,197	1,805	608	51%	425	663	238	56%	78	2.50%	2
Eliot	5,329	5,954	625	12%	2,019	2,418	399	20%	417	3.50%	15
Hollis	3,573	4,114	541	15%	1,254	1,592	338	27%	231	1.30%	3
Kennebunk	8,004	10,476	2,472	31%	4,021	4,985	964	24%	867	4.80%	42
Kennebunkport	3,356	3,720	364	11%	2,244	2,555	311	14%	264	7.00%	18
Kittery	9,372	9,543	171	2%	3,927	4,375	448	11%	1,465	2.70%	40
Lebanon	4,263	5,083	820	19%	1,750	2,090	340	19%	224	1.80%	4
Limerick	1,688	2,240	552	33%	968	1,279	311	32%	148	8.60%	13
Limington	2,796	3,403	607	22%	1,058	1,354	296	28%	168	3.40%	6
Lyman	3,390	3,795	405	12%	1,473	1,749	276	19%	125	8.00%	10
Newfield	1,042	1,328	286	27%	800	939	139	17%	65	3.00%	2
North Berwick	3,793	4,293	500	13%	1,449	1,705	256	18%	287	1.70%	5
Ogunquit	974	1,226	252	26%	1,469	2,114	645	44%	151	16.60%	25
Old Orchard Beach	7,789	8,856	1,067	14%	5,668	6,222	554	10%	1,903	10.20%	194
Parsonsfield	1,472	1,584	112	8%	855	996	141	16%	121	1.60%	2
Saco	15,181	16,822	1,641	11%	6,826	7,424	598	9%	2,301	5.50%	127
Sanford	20,463	20,806	343	2%	8,315	8,807	492	6%	3,017	3.70%	112
Shapleigh	1,911	2,326	415	22%	1,608	1,813	205	13%	102	5.60%	6
South Berwick	5,877	6,671	794	14%	2,262	2,488	226	10%	520	3.20%	17
Waterboro	4,510	6,214	1,704	38%	2,144	2,828	684	32%	299	2.60%	8
Wells	7,778	9,400	1,622	21%	5,217	7,794	2,577	49%	722	20.90%	151
York	9,818	12,854	3,036	31%	6,504	8,053	1,549	24%	932	4.70%	44
Total York County	164,587	186,742	22,155	13%	79,941	94,234	14,293	18%	20,406	5.04%	1029

Town	Acton	Alfred	Arundel	Berwick (Portsmouth MSA)	Biddeford	Buxton (Portland MSA)
FY2002 Median Family Income for MSA (HUD Est.)				\$57,300		\$53,900
FY2002 Median Family Income for Non-MSA part of York County (HUD Est.)	\$47,100	\$47,100	\$47,100		\$47,100	
2000 Census Median Family Income for Town	\$45,353	\$47,625	\$50,709	\$53,776	\$44,109	\$52,845
Max Loan Amt. at 80% of County or MSA Median Family Income, at 7.25% 30-yr. fixed rate - Standard from Maine Affordable Housing Definition Rule, 07-105 Chapter 100.	\$86,224	\$85,931	\$85,931	\$118,826	\$85,931	\$107,861
Max Loan Amt. at Town Median Family Income, at 7.25% 30-yr. fixed rate	\$117,156	\$126,021	\$138,454	\$150,817	\$111,848	\$147,064
Affordable House Price at 80% of County or MSA Median Family Income, with 10% downpayment - Standard from Maine Affordable Housing Definition Rule, 07-105 Chapter 100.	\$95,804	\$95,479	\$95,479	\$132,028	\$95,479	\$119,845
Affordable House Price at Town Median Family Income, with 10% downpayment	\$130,173	\$140,024	\$153,837	\$167,575	\$124,275	\$163,405
Number of 3 BR Single Family Units Offered for Sale at "Realtor.com," asking at or below Affordable Price (80% of County or MSA Median Family Income - Standard from Maine Affordable Housing Definition Rule, 07-105 Chapter 100.)	0	0	0	1	0	0
Number of 3 BR Single Family Units Offered for Sale at "Realtor.com," asking at or below Affordable Price for families at Town Median Family Income)	1	0	0	2	0	5

Town	Cornish	Dayton	Eliot (Portsmouth MSA)	Hollis (Portland MSA)	Kennebunk	Kennebunkport
FY2002 Median Family Income for MSA (HUD Est.)			\$57,300	\$53,900		
FY2002 Median Family Income for Non-MSA part of York County (HUD Est.)	\$47,100	\$47,100			\$47,100	\$47,100
2000 Census Median Family Income for Town	\$46,477	\$57,692	\$63,598	\$53,621	\$59,712	\$66,505
Max Loan Amt. at 80% of County or MSA Median Family Income, at 7.25% 30-yr. fixed rate - Standard from Maine Affordable Housing Definition Rule, 07-105 Chapter 100.	\$86,224	\$85,931	\$118,826	\$107,861	\$85,931	\$85,931
Max Loan Amt. at Town Median Family Income, at 7.25% 30-yr. fixed rate	\$121,687	\$166,604	\$190,412	\$150,192	\$174,747	\$202,131
Affordable House Price at 80% of County or MSA Median Family Income, with 10% downpayment - Standard from Maine Affordable Housing Definition Rule, 07-105 Chapter 100.	<u>\$95,804</u>	<u>\$95,479</u>	<u>\$132,028</u>	<u>\$119,845</u>	<u>\$95,479</u>	<u>\$95,479</u>
Affordable House Price at Town Median Family Income, with 10% downpayment	\$135,207	\$185,115	\$211,569	\$166,881	\$194,163	\$224,590
Number of 3 BR Single Family Units Offered for Sale at "Realtor.com," asking at or below Affordable Price (80% of County or MSA Median Family Income - Standard from Maine Affordable Housing Definition Rule, 07-105 Chapter 100.)	1	0	0	0	0	0
Number of 3 BR Single Family Units Offered for Sale at "Realtor.com," asking at or below Affordable Price for families at Town Median Family Income)	1	0	0	4	4	1

	Kittery (Portsmouth MSA)	Lebanon	Limerick	Limington (Portland MSA)	Lyman	Newfield
Town	\$57,300	\$47,100	\$47,100	\$53,900	\$47,100	\$47,100
FY2002 Median Family Income for MSA (HUD Est.)						
FY2002 Median Family Income for Non-MSA part of York County (HUD Est.)						
2000 Census Median Family Income for Town	\$53,343	\$41,713	\$44,917	\$46,571	\$53,140	\$41,563
Max Loan Amt. at 80% of County or MSA Median Family Income, at 7.25% 30-yr. fixed rate - Standard from Maine Affordable Housing Definition Rule, 07-105 Chapter 100.	\$118,826	\$85,931	\$86,224	\$108,154	\$85,931	\$86,224
Max Loan Amt. at Town Median Family Income, at 7.25% 30-yr. fixed rate	\$149,072	\$102,189	\$115,398	\$122,066	\$148,253	\$101,877
Affordable House Price at 80% of County or MSA Median Family Income, with 10% downpayment - Standard from Maine Affordable Housing Definition Rule, 07-105 Chapter 100.	\$132,028	\$95,479	\$95,804	\$120,171	\$95,479	\$95,804
Affordable House Price at Town Median Family Income, with 10% downpayment	\$165,635	\$113,543	\$128,220	\$135,628	\$164,726	\$113,197
Number of 3 BR Single Family Units Offered for Sale at "Realtor.com," asking at or below Affordable Price (80% of County or MSA Median Family Income - Standard from Maine Affordable Housing Definition Rule, 07-105 Chapter 100.)	0	0	2	0	0	0
Number of 3 BR Single Family Units Offered for Sale at "Realtor.com," asking at or below Affordable Price for families at Town Median Family Income)	0	0	5	0	0	0

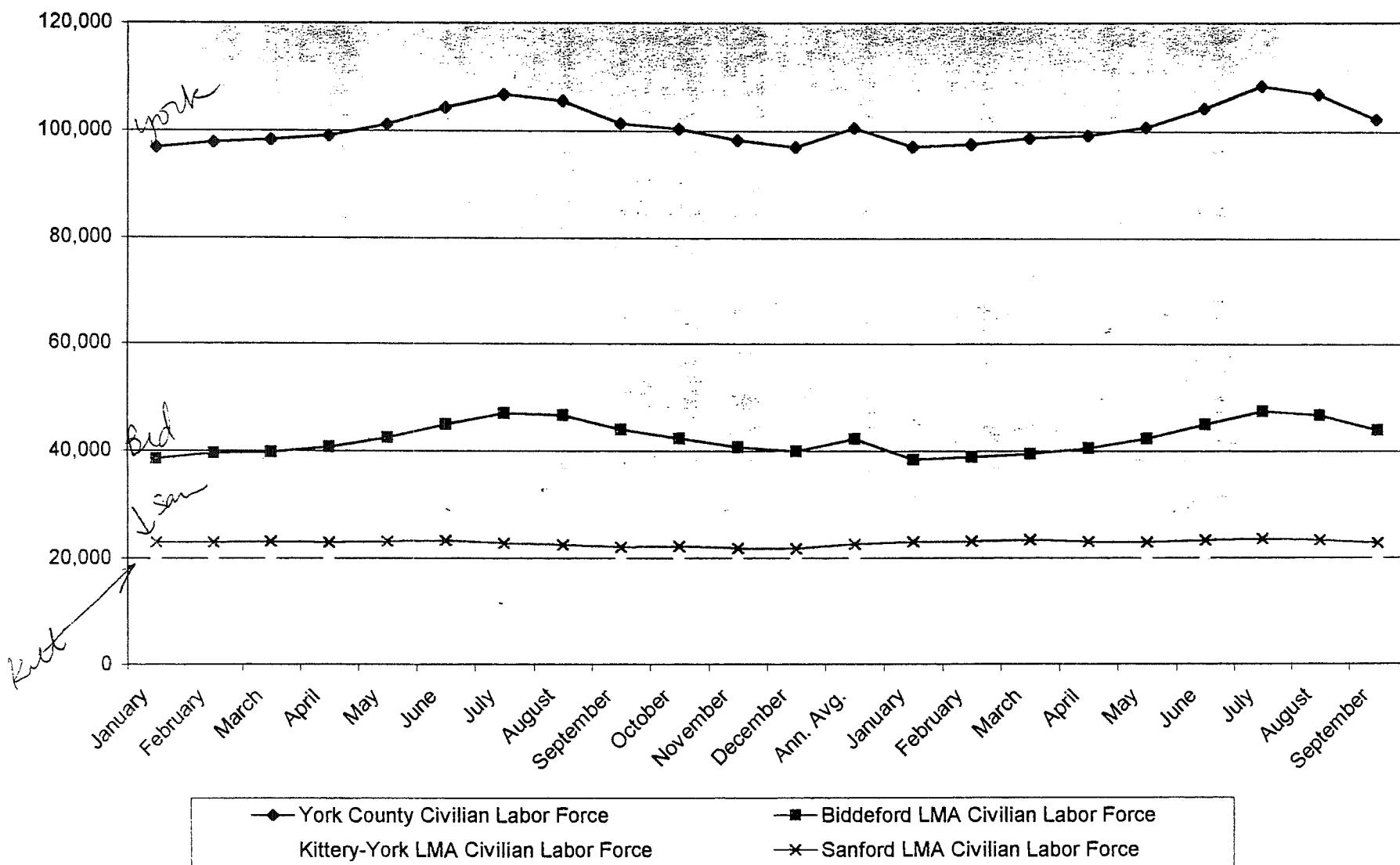
**AFFORDABLE HOUSING SUPPLY ANALYSIS -
YORK COUNTY**

10/24/02

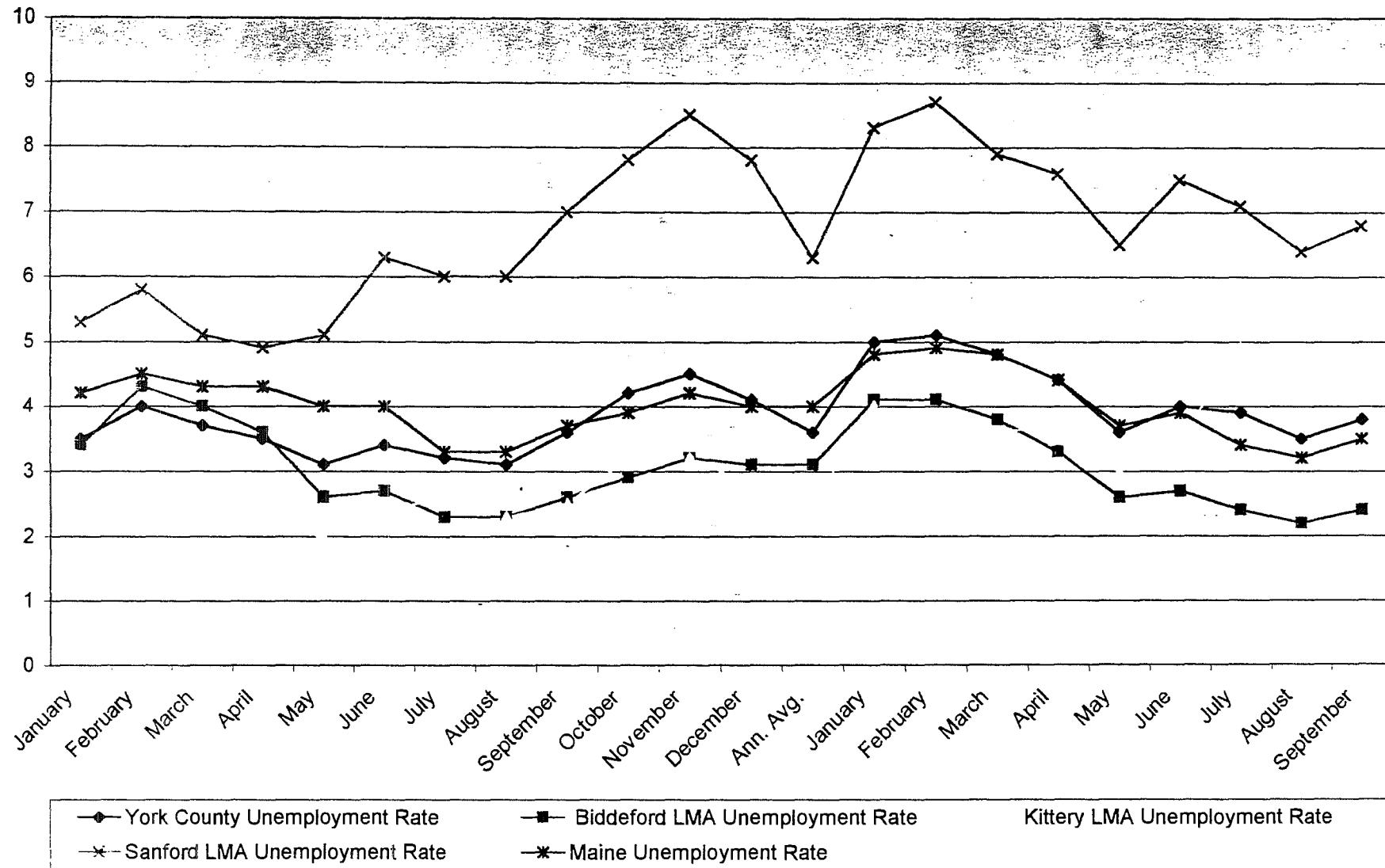
Town	North Berwick	Ogunquit	Old Orchard Beach (Portland MSA)	Parsonsfield	Saco	Sanford
FY2002 Median Family Income for MSA (HUD Est.)	\$47,100	\$47,100	\$53,900	\$47,100	\$47,100	\$47,100
FY2002 Median Family Income for Non-MSA part of York County (HUD Est.)	\$51,753	\$56,731	\$47,952	\$36,016	\$52,724	\$43,021
2000 Census Median Family Income for Town						
Max Loan Amt. at 80% of County or MSA Median Family Income, at 7.25% 30-yr. fixed rate - Standard from Maine Affordable Housing Definition Rule, 07-105 Chapter 100.	\$85,931	\$85,931	\$107,861	\$86,224	\$85,931	\$85,931
Max Loan Amt. at Town Median Family Income, at 7.25% 30-yr. fixed rate	\$142,662	\$162,730	\$127,340	\$79,516	\$146,576	\$107,462
Affordable House Price at 80% of County or MSA Median Family Income, with 10% downpayment - Standard from Maine Affordable Housing Definition Rule, 07-105 Chapter 100.	<u>\$95,479</u>	<u>\$95,479</u>	<u>\$119,845</u>	<u>\$95,804</u>	<u>\$95,479</u>	<u>\$95,479</u>
Affordable House Price at Town Median Family Income, with 10% downpayment	\$158,514	\$180,811	\$141,488	\$88,351	\$162,863	\$119,402
Number of 3 BR Single Family Units Offered for Sale at "Realtor.com," asking at or below Affordable Price (80% of County or MSA Median Family Income - Standard from Maine Affordable Housing Definition Rule, 07-105 Chapter 100.)	0	0	1	1	1	3
Number of 3 BR Single Family Units Offered for Sale at "Realtor.com," asking at or below Affordable Price for families at Town Median Family Income)	2	0	4	1	5	5

	Shapleigh	South Berwick (Portsmouth MSA)	Waterboro	Wells	York (Portsmouth MSA)	York County (Average)
Town						
FY2002 Median Family Income for MSA (HUD Est.)		\$57,300			\$57,300	n/a
FY2002 Median Family Income for Non-MSA part of York County (HUD Est.)	\$47,100		\$47,100	\$47,100		n/a
2000 Census Median Family Income for Town	\$45,591	\$59,330	\$46,667	\$53,644	\$65,082	\$51,096
Max Loan Amt. at 80% of County or MSA Median Family Income, at 7.25% 30-yr. fixed rate - Standard from Maine Affordable Housing Definition Rule, 07-105 Chapter 100.	\$86,224	\$118,826	\$86,224	\$85,931	\$118,826	\$94,708
Max Loan Amt. at Town Median Family Income, at 7.25% 30-yr. fixed rate	\$118,115	\$173,207	\$122,453	\$150,285	\$196,394	\$140,094
Affordable House Price at 80% of County or MSA Median Family Income, with 10% downpayment - Standard from Maine Affordable Housing Definition Rule, 07-105 Chapter 100.	\$95,804	\$132,028	\$95,804	\$95,479	\$132,028	\$105,231
Affordable House Price at Town Median Family Income, with 10% downpayment	\$131,239	\$192,452	\$136,058	\$166,984	\$218,216	\$155,660
Number of 3 BR Single Family Units Offered for Sale at "Realtor.com," asking at or below Affordable Price (80% of County or MSA Median Family Income - Standard from Maine Affordable Housing Definition Rule, 07-105 Chapter 100.)	1	0	0	0	0	11
Number of 3 BR Single Family Units Offered for Sale at "Realtor.com," asking at or below Affordable Price for families at Town Median Family Income)	6	0	6	1	2	55

York County Labor Force - January 2001 to September 2002



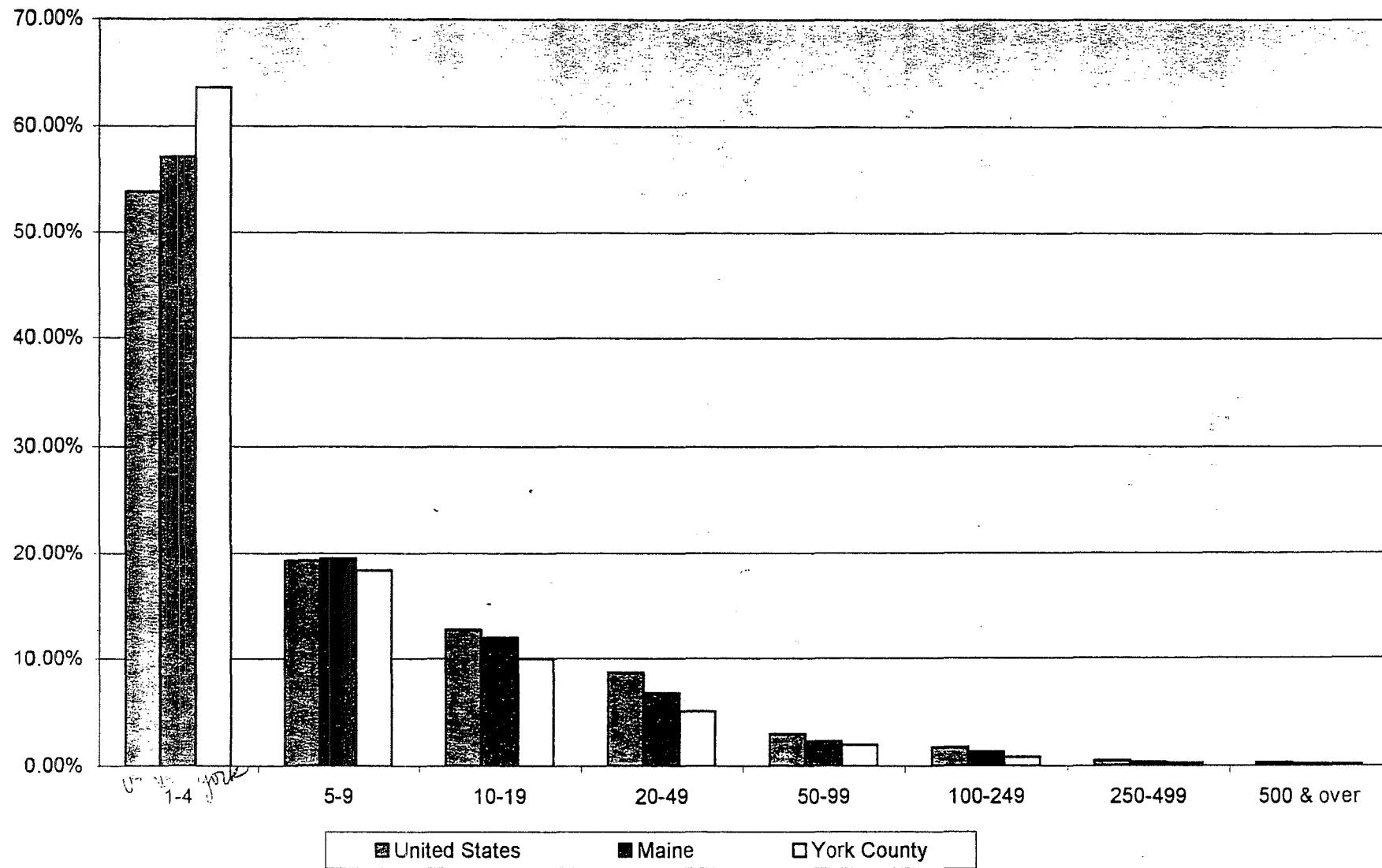
York County Unemployment Rates January 2001 to September 2002 (by percentage)



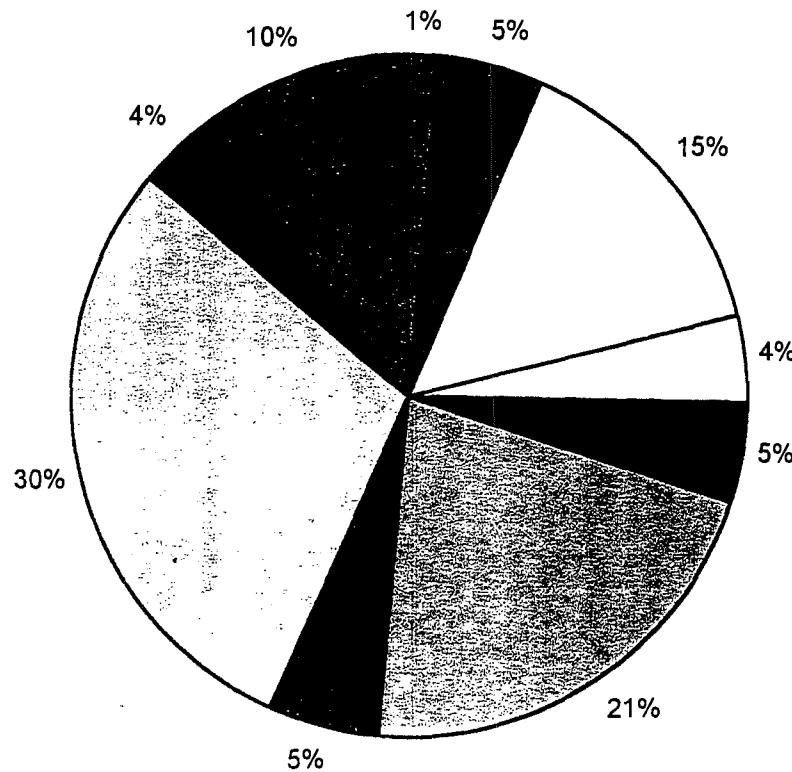
Labor Force Data for York County and Surrounding Counties - 2001

2001	Civilian		Unemployed	Rate
	Force	Labor		
York County	100,557	96,892	3,665	3.6
Cumberland County	145,578	142,199	3,379	2.3
Carroll County NH	21,630	20,950	680	3.1
Rockingham County NH	169,170	161,860	7,310	4.3
Strafford County NH	60,100	58,220	1,880	3.1
Total	497,035	480,121	16,914	3.4

Employers by Size, 2000

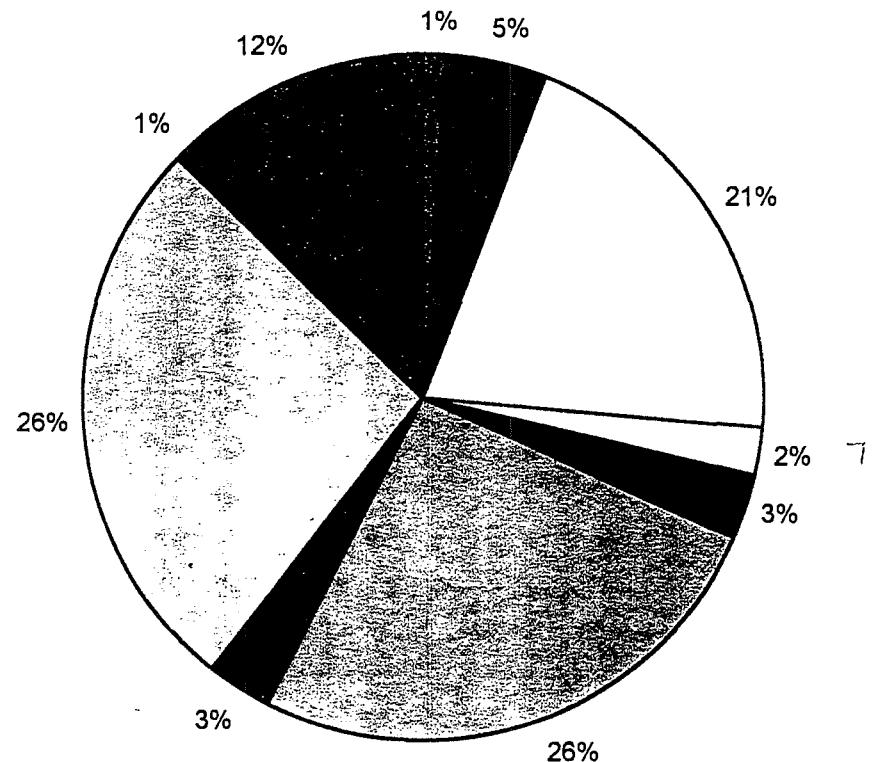


State of Maine Average Employment - 2000



- | | | |
|---|---|--|
| <input checked="" type="checkbox"/> Agriculture, Forestry, and Fishing | <input checked="" type="checkbox"/> Mining and Construction | <input type="checkbox"/> Manufacturing |
| <input type="checkbox"/> Transportation and Public Utilities | <input checked="" type="checkbox"/> Wholesale Trade | <input checked="" type="checkbox"/> Retail Trade |
| <input checked="" type="checkbox"/> Finance, Insurance, and Real Estate | <input type="checkbox"/> Services | <input checked="" type="checkbox"/> State Government |
| <input checked="" type="checkbox"/> Local Government | | |

York County Average Employment - 2000



<input checked="" type="checkbox"/> Agriculture, Forestry, and Fishing	<input type="checkbox"/> Mining and Construction	<input type="checkbox"/> Manufacturing
<input type="checkbox"/> Transportation and Public Utilities	<input checked="" type="checkbox"/> Wholesale Trade	<input checked="" type="checkbox"/> Retail Trade
<input checked="" type="checkbox"/> Finance, Insurance, and Real Estate	<input type="checkbox"/> Services	<input type="checkbox"/> State Government
<input checked="" type="checkbox"/> Local Government		

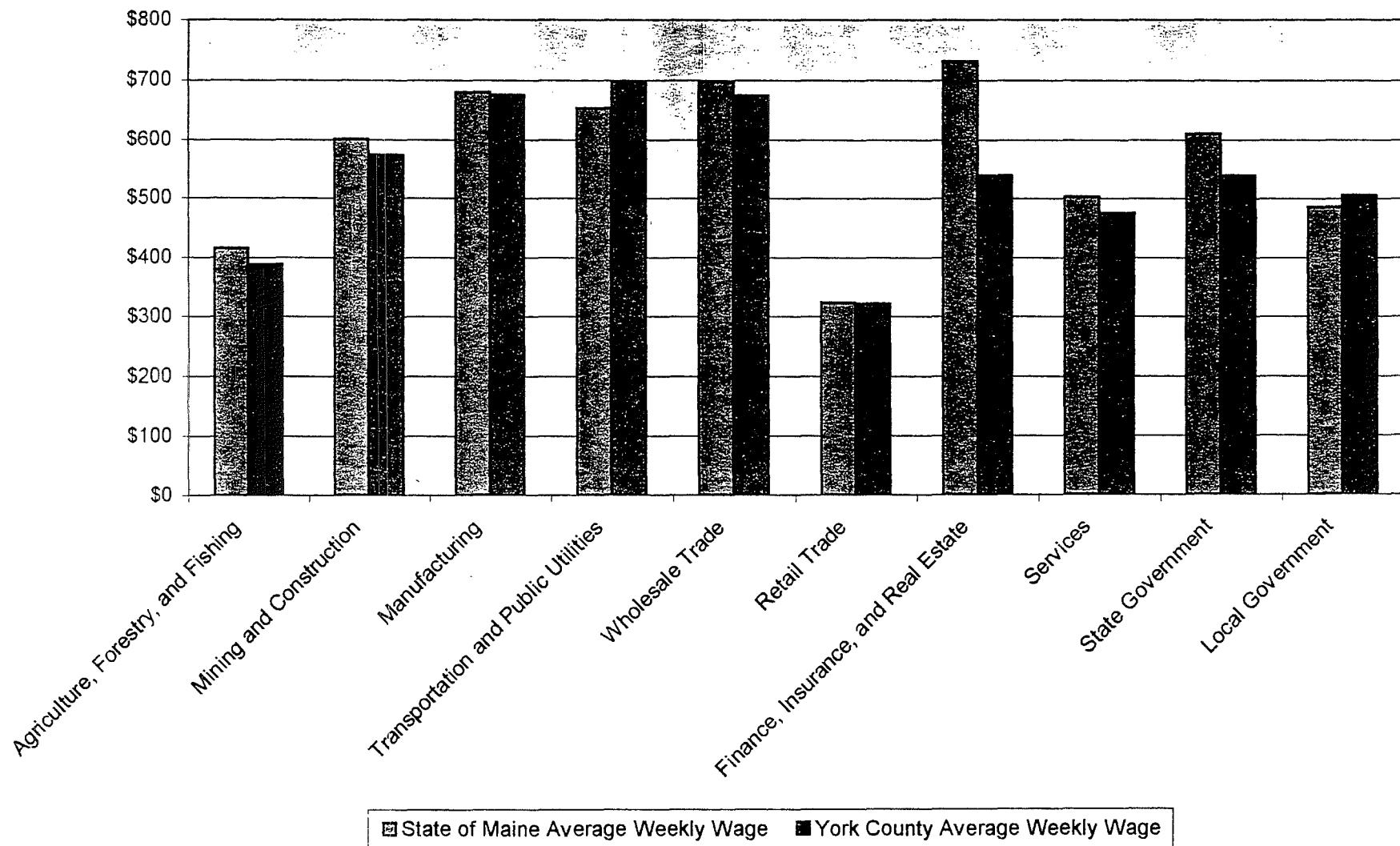
Top 25 Employers in York County - Sorted by Employment Size Class

Company Name	SIC Code	Range
PORTSMOUTH NAVAL SHIPYARD	3731	1000+
PRATT & WHITNEY AIRCRAFT GROUP	3724	1000+
SWEETSER	8361	500 - 999
SOUTHERN MAINE MEDICAL CENTER	8062	500 - 999
SPENCER PRESS INC OF MAINE	2752	500 - 999
INTERSTATE BRANDS CORP	2051	500 - 999
YORK HOSPITAL	8062	500 - 999
UNIVERSITY OF NEW ENGLAND	8221	500 - 999
SANFORD SCHOOL DEPT	8211	500 - 999
GOODALL HOSPITAL, HENRIETTA D	8062	500 - 999
S A D 57	8211	500 - 999
S A D 60	8211	250 - 499
WEATHERVANE SEAFOODS	5812	250 - 499
S A D 71	8211	250 - 499
WILLIAM ARTHUR INC	2678	250 - 499
HUSSEY SEATING CO	2531	250 - 499
COMMUNITY PARTNERS INC	8361	250 - 499
WESTPOINT STEVENS INC	2392	250 - 499
BIDDEFORD SCHOOL DEPT	8211	250 - 499
FUNTOWN SPLASH TOWN USA	7996	250 - 499
CYRO INDUSTRIES	3081	250 - 499

Job Loss in York County

Company	Community	# of Jobs Lost	Date	Type of Loss
Thomas & Betts	Sanford	300	2000 (late)	closure
Vishay Sprague	Sanford	850	2001	closure
International Woolens	Sanford	100	2001	closure
New England Mailing	Sanford	30	2001	closure
Tennford Weaving/Sherwoven	Sanford	75	2001	closure
Prime Tanning	Berwick	100	Nov 2001	downsize
Fresh Samantha	Saco	100	May 2001	Relocation
Johns Manville	Saco	30	2001	Closure
Cormier Textiles	York	50		closure
Total Jobs	York County	1635		

Covered Employment and Wages by Major Industry Division, 2000 for York County and the State of Maine



		Civilian Labor Force, Employed and Unemployment Rate for Selected Areas, 1990-2001 Annual Averages									
		Not Seasonally Adjusted				Maine					
United States											
Year	Civilian Labor Force	Employed	Unemployed	Rate		Year	Civilian Labor Force	Employed	Unemployed	Rate	
1990	125,840,000	118,793,000	7,047,000	5.6		1990	634,601	601,778	32,823	5.2	
1991	126,346,000	117,718,000	8,628,000	6.8		1991	642,179	593,398	48,781	7.6	
1992	128,105,000	118,492,000	9,613,000	7.5		1992	650,436	603,803	46,633	7.2	
1993	129,200,000	120,259,000	8,940,000	6.9		1993	632,200	582,047	50,153	7.9	
1994	131,056,000	123,060,000	7,996,000	6.1		1994	614,247	569,027	45,220	7.4	
1995	132,304,000	124,900,000	7,404,000	5.6		1995	639,886	603,231	36,655	5.7	
1996	133,943,000	126,708,000	7,236,000	5.4		1996	665,909	631,965	33,944	5.1	
1997	136,297,000	129,558,000	6,739,000	4.9		1997	661,451	625,790	35,661	5.4	
1998	137,673,000	131,463,000	6,210,000	4.5		1998	649,636	620,994	28,642	4.4	
1999	139,368,000	133,488,000	5,880,000	4.2		1999	669,937	642,471	27,466	4.1	
2000	140,863,000	135,208,000	5,655,000	4.0		2000	688,754	664,601	24,153	3.5	
2001	141,815,000	135,073,000	6,742,000	4.8		2001	683,907	656,764	27,143	4.0	
York County								Cumberland County			
Year	Civilian Labor Force	Employed	Unemployed	Rate		Year	Civilian Labor Force	Employed	Unemployed	Rate	
1990	89,794	85,582	4,212	4.7		1990	133,749	128,796	4,953	3.7	
1991	90,749	84,456	6,293	6.9		1991	132,622	124,689	7,933	6.0	
1992	91,155	85,168	5,987	6.6		1992	134,209	126,958	7,251	5.4	
1993	87,923	81,809	6,114	7.0		1993	129,286	121,577	7,709	6.0	
1994	85,106	79,924	5,182	6.1		1994	126,478	120,187	6,291	5.0	
1995	89,799	85,995	3,804	4.2		1995	131,631	126,944	4,687	3.6	
1996	95,214	91,591	3,623	3.8		1996	139,127	135,031	4,096	2.9	
1997	94,033	90,461	3,572	3.8		1997	140,113	136,049	4,064	2.9	
1998	93,225	90,347	2,878	3.1		1998	139,069	135,680	3,389	2.4	
1999	97,797	95,017	2,780	2.8		1999	141,807	138,498	3,309	2.3	
2000	100,343	97,862	2,481	2.5		2000	145,769	142,907	2,862	2.0	
2001	100,557	96,892	3,665	3.6		2001	145,578	142,199	3,379	2.3	
Sanford Labor Market Area (LMA)							Biddeford Labor Market Area (LMA)				
Year	Civilian Labor Force	Employed	Unemployed	Rate		Year	Civilian Labor Force	Employed	Unemployed	Rate	
1990	21,592	20,362	1,230	5.7		1990	36,711	34,906	1,805	4.9	
1991	22,175	20,340	1,835	8.3		1991	36,329	33,589	2,740	7.5	
1992	22,014	20,289	1,725	7.8		1992	36,410	33,885	2,525	6.9	
1993	21,093	19,159	1,934	9.2		1993	35,275	32,642	2,633	7.5	
1994	20,359	18,689	1,670	8.2		1994	34,128	31,959	2,169	6.4	
1995	21,478	20,190	1,288	6.0		1995	36,433	34,863	1,570	4.3	
1996	22,790	21,447	1,343	5.9		1996	38,624	37,227	1,397	3.6	
1997	22,647	21,340	1,307	5.8		1997	37,572	36,134	1,438	3.8	
1998	22,470	21,369	1,101	4.9		1998	37,049	35,909	1,140	3.1	
1999	22,834	21,762	1,072	4.7		1999	40,513	39,452	1,061	2.6	
2000	23,032	22,118	914	4.0		2000	41,647	40,729	918	2.2	
2001	22,597	21,178	1,419	6.3		2001	42,129	40,841	1,288	3.1	
Kittery-York Labor Market Area (LMA)											
Year	Civilian Labor Force	Employed	Unemployed	Rate		Year	Civilian Labor Force	Employed	Unemployed	Rate	
1990	18,409	17,850	559	3.0							
1991	19,348	18,542	806	4.2							
1992	19,625	18,739	886	4.5							
1993	18,887	18,213	674	3.6							
1994	18,269	17,674	595	3.3							
1995	18,890	18,477	413	2.2							
1996	19,824	19,458	366	1.8							
1997	19,752	19,390	362	1.8							
1998	19,569	19,324	245	1.3							
1999	20,151	19,861	290	1.4							
2000	20,955	20,635	320	1.5							
2001	21,054	20,538	516	2.5							

	January	February	March	April	May	June	July	August	September	October	November	December	Ann.	Avg.
Maine														
Civilian Labor Force	672,700	671,500	675,300	674,900	681,600	696,400	703,200	699,600	686,400	687,100	682,000	676,200	683,900	
Employed	644,100	641,600	646,500	645,700	654,700	668,700	679,800	676,200	661,300	660,200	653,400	648,800	656,800	
Unemployed	28,600	29,900	28,800	29,200	26,900	27,700	23,400	23,400	25,200	26,800	28,500	27,400	27,100	
Unemployment Rate	4.2	4.5	4.3	4.3	4	4	3.3	3.3	3.7	3.9	4.2	4	4	
York County														
Civilian Labor Force	96,860	97,840	98,310	99,020	101,120	104,330	106,630	105,530	101,390	100,360	98,280	97,020	100,560	
Employed	93,520	93,910	94,650	95,560	98,030	100,740	103,220	102,240	97,740	96,190	93,880	93,030	96,890	
Unemployed	3,340	3,930	3,660	3,460	3,090	3,590	3,410	3,280	3,650	4,170	4,400	3,990	3,670	
Unemployment Rate	3.5	4	3.7	3.5	3.1	3.4	3.2	3.1	3.6	4.2	4.5	4.1	3.6	
Biddeford LMA														
Civilian Labor Force	38,490	39,470	39,710	40,630	42,330	44,820	46,910	46,560	43,870	42,290	40,620	39,860	42,130	
Employed	37,180	37,760	38,120	39,170	41,210	43,600	45,810	45,510	42,730	41,070	39,330	38,620	40,840	
Unemployed	1,310	1,710	1,590	1,460	1,120	1,230	1,090	1,050	1,150	1,220	1,300	1,240	1,290	
Unemployment Rate	3.4	4.3	4	3.6	2.6	2.7	2.3	2.3	2.6	2.9	3.2	3.1	3.1	
Kittery-York LMA														
Civilian Labor Force	20,910	20,950	20,920	20,930	21,180	21,250	21,580	21,250	20,830	20,990	21,070	20,810	21,050	
Employed	20,480	20,510	20,490	20,480	20,750	20,750	21,010	20,760	20,310	20,320	20,390	20,220	20,540	
Unemployed	440	440	430	440	430	500	580	490	520	670	680	590	520	
Unemployment Rate	2.1	2.1	2.1	2.1	2	2.3	2.7	2.3	2.5	3.2	3.2	2.8	2.5	
Sanford LMA														
Civilian Labor Force	22,940	22,930	23,100	22,970	23,080	23,330	22,750	22,480	21,950	22,160	21,820	21,660	22,600	
Employed	21,720	21,610	21,920	21,840	21,910	21,870	21,390	21,120	20,410	20,420	19,960	19,970	21,180	
Unemployed	1,220	1,320	1,180	1,130	1,170	1,460	1,360	1,360	1,540	1,740	1,860	1,690	1,420	
Unemployment Rate	5.3	5.8	5.1	4.9	5.1	6.3	6	6	7	7.8	8.5	7.8	6.3	

	January	February	March	April	May	June	July	August	September
Maine									
Civilian Labor Force	671,100	671,500	677,600	676,400	680,800	697,400	706,700	702,600	686,300
Employed	639,000	638,900	645,200	646,400	655,800	670,000	682,700	680,300	662,100
Unemployed	32,100	32,600	32,500	30,100	25,000	27,500	24,100	22,300	24,200
Unemployment Rate	4.8	4.9	4.8	4.4	3.7	3.9	3.4	3.2	3.5
York County									
Civilian Labor Force	97,200	97,600	98,760	99,260	100,750	104,330	108,350	106,820	102,260
Employed	92,300	92,650	94,060	94,930	97,140	100,180	104,090	103,060	98,330
Unemployed	4,900	4,940	4,700	4,330	3,600	4,140	4,260	3,770	3,930
Unemployment Rate	5	5.1	4.8	4.4	3.6	4	3.9	3.5	3.8
Biddeford LMA									
Civilian Labor Force	38,340	38,800	39,430	40,470	42,250	44,880	47,380	46,650	43,840
Employed	36,760	37,200	37,910	39,140	41,150	43,670	46,260	45,610	42,770
Unemployed	1,590	1,600	1,520	1,340	1,100	1,210	1,130	1,040	1,070
Unemployment Rate	4.1	4.1	3.8	3.3	2.6	2.7	2.4	2.2	2.4
Kittery-York LMA									
Civilian Labor Force	21,250	21,100	21,160	21,090	20,930	21,010	21,850	21,460	20,920
Employed	20,400	20,360	20,400	20,320	20,300	20,270	20,780	20,550	19,990
Unemployed	860	740	760	770	630	740	1,080	910	930
Unemployment Rate	4	3.5	3.6	3.7	3	3.5	4.9	4.2	4.4
Sanford LMA									
Civilian Labor Force	23,000	23,110	23,410	23,050	22,890	23,350	23,560	23,340	22,710
Employed	21,090	21,090	21,550	21,300	21,420	21,590	21,890	21,840	21,170
Unemployed	1,910	2,020	1,860	1,750	1,480	1,760	1,670	1,500	1,540
Unemployment Rate	8.3	8.7	7.9	7.6	6.5	7.5	7.1	6.4	6.8

Average Daily Traffic Volumes on Major Southern Maine Roads

<i>Route</i>	<i>Location</i>	<i>Volume</i>	<i>Description</i>
U.S. Route 202	Lebanon	12,000	Facilitates travel to/from west (NH, VT)
State Route 236	Kittery/Eliot	19,000	Major commuting route to I-95, NH and MA
State Route 109	Sanford	22,000	Serves local travel and seasonal travel to the lakes
State Route 109	Wells	9,000	Connects Wells (& Turnpike) and Sanford
State Route 111	Arundel	18,000	Major commute route, connects Sanford & Biddeford
State Route 99	Kennebunk	4,000	Connects Kennebunk area with Sanford

Current Regional Transportation Deficiencies/Problem Areas

Specific Locations:

York Toll Plaza
Hampton NH Toll Plaza
U.S. Route 202 – East Rochester village
Downtown Sanford – Route 202/Route 109 intersection
Alfred & Sanford – Route 202/Route 111/Route 4 intersection
Sanford – Route 99/Route 109 intersection
Turnpike Exit 3 and Exit 4 areas

Road Segments:

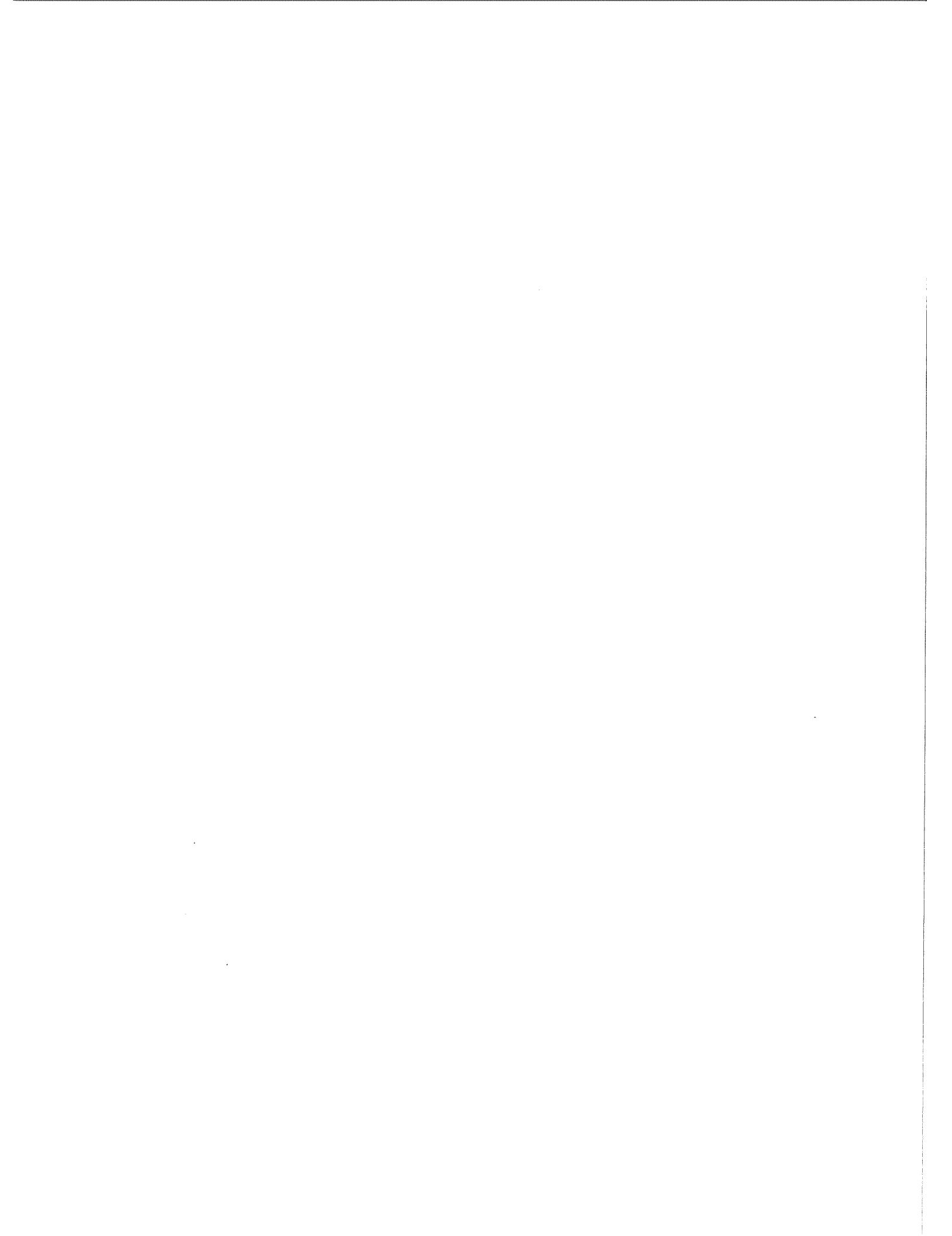
Route 111 between Sanford and Biddeford
Route 236 between South Berwick and Kittery (I-95)
Route 109 between Sanford and Wells (Maine Turnpike)

Public Transportation:

Limited connections to/from Wells Downeaster train station
Limited connections to/from Saco Downeaster station
No bus connection between Sanford area and Biddeford/Saco area
Capacity of Downeaster to handle significant passenger increases

APPENDIX Q

Testimony from Public Hearing



FAMILY NEWS FROM DR. JAMES DOBSON



January 1999

Dear Friends,

Did you know that Americans gamble more money each year than they spend on groceries?¹ Or that more than \$600 billion is wagered legally in the United States annually?² Or that nearly 1 in 5 homeless people admit that gambling contributed to their poverty, and yet 37 percent said that they continue to gamble?³ Or that 5 to 8 percent of American adolescents are already addicted to gambling?⁴ Or that 75 percent of pathological gamblers admitted that they had committed at least one felony to support their habit?⁵ Or that more money is spent on gambling in the state of Mississippi than on all retail sales combined?⁶ Or that a decade ago, only New Jersey and Nevada permitted casinos, but now 48 states have legalized some form of gambling?⁷ Or that more than 30,000 video poker machines, which are called the "crack cocaine of gambling,"⁸ are scattered through South Carolina, and that the governor who opposed them (David Beasley) was voted out in November?⁹ Or that children as young as four years of age can put money in those poker machines legally in South Carolina as long as they don't accept their earnings?¹⁰ Or that the massive Las Vegas casino called "New York, New York" was completed in 1996, at a cost of \$460 million,¹¹ and *more than half* of it was paid for in a period of only one year!¹²

Clearly, "gambling fever" has engulfed the nation and has penetrated every age group from the very young to the very old. It now threatens the work ethic and the very foundation of the family. Thirty years ago, gambling was widely understood in the culture to be addictive, progressive and dangerous. Parents taught their children about its evils, and some families, including my own, would not even permit playing cards in the home. More recently, however, betting has been given a face-lift by the industry—even changing the name from gambling to "gaming." The effect of this relentless propaganda has been dramatic. Most Americans now think of gambling not as a vice or unsavory habit, but as harmless entertainment.

In inner-city areas, gambling is seen as a "ticket out of poverty" and a last chance for riches. As such, it preys on the desperation of the poor and its promises are based on lies. When state lotteries are proposed, for example, the public is assured that enormous funds will be generated for education, despite studies showing that after states legalize lotteries they actually *reduce* spending for education.¹³ The promised "money for schools" has been a scam, just like so much that is associated with the gambling industry.

It was these concerns and the sudden obsession with gambling that attracted the attention of several members of Congress in 1994. Rep. Frank Wolf (R-Va) led an effort to evaluate the impact of this industry on the economy, on families, and on those who become addicted to it. Largely through his leadership, a bill was finally passed in 1996 that created the National Gambling Impact Study Commission.¹⁴ It was charged with the responsibility of evaluating legalized gambling in all of its forms. The panel was given two years to investigate everything from casinos to lotteries, from dog and horse racing to video poker, from Indian gambling to sports betting, and finally, Internet gambling, the most unregulated, pervasive and potentially destructive form of all.

Congress specified that nine members be appointed to the Commission, three to be selected by the President, three by the House, and three by the Senate. Kay Coles James (dean of Regent University School of Government and a member of the Focus on the Family board of directors) was designated as Commission chair. She has done a wonderful job with this controversial and difficult assignment. I was

appointed by my great friend, Sen. Dan Coats.* I knew it would be an unpleasant and time-consuming task, but I felt it was something I needed to do. Our work began in June 1997, and is scheduled to conclude with a final report to be issued on June 18, 1999. Having spent the past 19 months working on this assignment, I've seen more than what I wanted to know about the seamier side of this industry. With the remainder of this letter, I want to share some of the facts that have come to light to this point.

Let's begin by looking at Nevada, which legalized gambling in 1931¹⁵ and remains the glitziest showplace for the industry. More than 40 million visitors come to Las Vegas, Reno, Tahoe and other Nevada cities annually,¹⁶ most with visions of riches dancing in their heads. The majority of them go home broke, or at best, considerably poorer than when they came. Every method is used by casino executives to take their money, from sophisticated behavior modification techniques to skimpily clad young women offering free alcoholic drinks and sweet talk to high rollers. Their seduction is highly effective.

My greater concern, however, is not with families who budget for vacations in a gambling center and go there expecting to lose a pre-determined amount of money. This is called "destination gambling," and some people are able to participate in it without losing control or becoming hooked. The greater tragedy involves those who turn out to be vulnerable to the highly addictive nature of gambling. No one expects to be one of those victims in the beginning, but the system is designed to snare those who are. A substantial portion of casino profits is generated by exploiting those men and women who have a weakness for gambling.¹⁷

As problem gamblers inevitably slide into the quicksand of debt, they become desperate to "earn it all back." That almost never happens, and even when it does, the addictive individual quickly loses everything again. What follows in those cases is creeping poverty, family disintegration, business failure, fraud, and other serious social ills. Many casino gamblers are older. Up to 40 percent in some centers are over 55 years of age,¹⁸ and it is too late for them to recover the devastating loss of their savings. And believe me, that happens far too frequently. On our tour of the Atlantic City casinos, it appeared that the majority of the patrons were well past retirement age.

The Toronto Sun described a familiar scene this way: "The late night crowd [at Casino Niagara is] . . . unmistakably elderly. One woman in her 70s sits at a \$1 slot machine. She has her leg up on the chair of another and her cane thrown over a third. She's playing all three machines as fast as she can. I glance at my watch. It's 3:35 a.m. I decide to wait for her and see if she'll talk with me when she leaves. (Casinos forbid reporters to speak to their patrons anywhere on the property.) Eventually, although I wait 'til 5:30 a.m., she outlasts me."¹⁹

The Cedar Rapids Gazette wrote last year, "The first thing you notice when you walk in [a casino] is that nobody is smiling. Hundreds, perhaps thousands, of faces, and not a happy one in the crowd. The people could be automatons, or the not quite perfect replicas of human beings in 'Invasion of the Body Snatchers.' They sit there in front of their machines, going through the motions by rote as though hypnotized, trapped in quiet desperation, vacant expressions on their faces, looking for all the world like the victims of a sweat shop in a union-organizing film. These mind-numbed, slack-jawed people sitting at the machines aren't assembly line workers turning out an endless supply of widgets. They are playing slot machines, allegedly having fun, although you'd never guess it by looking at them."²⁰

FOOTNOTE

*Although it is probably not necessary to do so, I feel obliged to make it clear that I am writing to you in my capacity as President of Focus on the Family—not as a member of the National Gambling Impact Study Commission. The views expressed in this letter are mine and those of Focus on the Family.

But what about the glitz and glamour of Nevada? If one scratches beneath the veneer of its gambling-induced prosperity, it becomes apparent that a culture sown on greed and the exploitation of human weakness invariably reaps the social whirlwind. Consider these documented facts: When compared with the other 49 states, Nevada ranks first in the nation in suicide,²¹ first in divorce,²² first in high school dropouts,²³ first in homicide against women,²⁴ at the top in gambling addictions,²⁵ third in bankruptcies,²⁶ third in abortion,²⁷ fourth in rape,²⁸ fourth in out-of-wedlock births,²⁹ fourth in alcohol-related deaths,³⁰ fifth in crime,³¹ and sixth in the number of prisoners locked up.³² It ranks in the top one-third of the nation in child abuse,³³ and dead-last in voter participation.³⁴ One-tenth of all southern Nevadans are alcoholics.³⁵ And as for the moral climate, the Yellow Pages in Las Vegas lists 136 pages of advertisements for prostitution by its various names.³⁶ No wonder they call it "Sin City." *George* magazine named Las Vegas "One of the 10 Most Corrupt Cities in America."³⁷ Former deputy attorney general Chuck Gardner said, "I don't know if there has ever been a situation with so much power concentrated in one industry. It is government gone berserk."³⁸

This is the legacy of the decision made in 1931 to build Nevada's economy on greed and "get rich quick" schemes. Here's another way to illustrate it: If a particular state were known to have the nation's highest incidence of cancer, AIDS, tuberculosis, heart failure, and six or eight other diseases, its health officials would summon a team of epidemiologists to find out why. But the gambling moguls in Nevada, who fully understand the havoc created by their industry, continue to advertise Las Vegas as a wonderland of jobs, tourism, excitement, and "a better life" for residents. They remind me of tobacco executives in the 1980s who raked in obscene profits while denying under oath the addictive and deadly properties of their products. Tobacco manufacturers are now being sued for concealing what they knew, and someday, the same may happen to the purveyors of gambling.

Let me make clear that my purpose here is not to vilify the working people who live in the state of Nevada. I talked with many of the employees of casinos who are members of the Culinary Union, when I was in Las Vegas, and found the majority to be hardworking men and women who were simply trying to support their families. Some had escaped from the welfare trap for the first time in their lives, and many had managed to buy a car or a home. They are thankful for fair wages and generous benefits. One woman begged me to tell our listeners that she and her co-workers were not "prostitutes or pimps" as some Christians apparently believe; they are ordinary men and women working hard to survive. I was drawn to these humble people and I stated publicly that I would not do anything to disparage them. But the fact remains that the business interest they serve does great harm to others. On balance, gambling produces not prosperity and security, but various forms of decay.

It's the same story everywhere. Take a trip sometime to Atlantic City, N.J., which was described to our Commission by Sen. Robert Torricelli (D-N.J.) as an "extraordinary success story"³⁹ generated by casinos. I found it difficult not to gag! The unemployment rate in Atlantic City is almost three times the national average (12.7 percent).⁴⁰ While lavish casinos light up the main thoroughfare of the city, the vacant land a block or two on either side resembles a bombed-out war zone. Businesses used to stand on those locations, but they are yesterday's hopes and dreams. More than 200 restaurants have gone broke since the arrival of the casinos.⁴¹ Dry cleaners and specialty shops have disappeared. Even Donald Trump, owner of the Taj Mahal in Atlantic City, has admitted that fact. In a 1994 article, he was quoted as saying, "People will spend a tremendous amount of money in casinos, money that they would normally spend on buying a refrigerator or a new car. Local business will suffer because they'll lose customer dollars to the casinos."⁴²

As you drive through Atlantic City, you will immediately see what Trump meant. There among the rundown houses, homeless shelters and vacant land, you might hear the echo of Sen. Torricelli's testimony before our Commission. He said with a straight face: "Casinos saved Atlantic City and its people."⁴³

In Biloxi, Tunica, Kansas City, Shreveport, Atlantic City and other gambling centers, pawn shops are inevitably located near the casinos to fleece those who are desperate for cash. They come offering jewelry, watches, spare tires and guns—anything to get more money to gamble. One pawnshop owner in Reno,

Nevada, explained how casinos had impacted his business by displaying a jar of gold-filled human teeth that his customers had pulled and pawned.⁴⁴

An article in the *New York Times* stated, "Pawnbrokers here [on the Mississippi Gulf Coast] tell of late night gamblers who, unable to get more cash on their credit cards, buy televisions and radios at 24-hour discount stores, then pawn them for one-third of their value. Others pawn whatever they have because they cannot wait until midnight, when their bank cards will allow them to withdraw more money. . . . 'I've sat in this window at 4 in the morning and had people willing to pawn their wives,' [said one owner]. 'I've seen some sad stories.'"⁴⁵

No wonder suicide is such a problem in gambling hot spots. One in 25 visitors who die in Las Vegas dies by his or her own hand.⁴⁶ And while the FBI reports that the nation's homicide rate in 1996 recorded the largest one-year drop in 35 years, murders in Las Vegas increased by 36 percent that same year.⁴⁷ Something tragic is going on there and in the other gambling centers of the nation.

In more recent years, Las Vegas and other cities have been advertising themselves as destination vacations for the entire family. Let me tell you about some of the children who tag along with their parents. About 11 percent of Las Vegas' projected 33 million visitors are people under the age of 21, up nearly 50 percent from the early 1990s.⁴⁸ What happens to them while they are there? This is what reporters have observed:

The *Cincinnati Post* reported that in many casinos, clusters of young children—as young as preschool age—can be found running in corridors, reclining on stairways or sitting against walls for hours while their parents finish gambling. Late at night, some children are seen visibly struggling to remain awake as their parents play blackjack or slots into the early morning hours.⁴⁹

A maintenance worker named Andrew Sedano at a Las Vegas casino was quoted: "I see kids outside by the pool while their parents are gambling inside . . . I see kids as young as 3, 4 and 5 standing outside the doors late at night, waiting for their parents. I just shake my head. They're the parents' responsibility. And the parents are off gambling."⁵⁰

Lisa Faye Kaplan wrote in *USA Today* in 1994: "Grant Spence is all of 9 years old, his face pressed against the glass of a Flip-It casino machine. His blue eyes widen as a line of \$1 coins falls into a slot, adding to a shimmery jackpot. In the past, Grant rode horses in Colorado on vacation. But this summer, the freckled-face youngster says gambling in Las Vegas looks like more fun. 'You can win lots of money,' says the Houston boy as he stands in the MGM Grand casino and watches his mother feed Flip-It another buck."⁵¹

In another article from *USA Today* about the "family friendly" character of Las Vegas, a security guard at the Four Queens Casino was quoted: "I have had adults ask me, 'Where are the slot machines for juveniles?'"⁵²

Some of the stories are even more tragic. Here's the account of one child who became the topic of newscasts across the nation:

"A 7-year-old girl was raped and strangled in a hotel-casino, apparently by a young man who was captured on a surveillance videotape following her into a women's bathroom. Sherrice Iverson's body was discovered inside a locked corner stall in the bathroom at the Primadonna [Casino] in Primm [Nevada], about 40 miles from Las Vegas. . . . The girl was slain early Sunday after security guards warned her [father] three times that night not to leave her alone in an arcade while [he was] gambling. . . . The surveillance tapes show the girl possibly playing hide-and-seek in the arcade with two men in their late teens or early 20s. At 3:48 a.m. the girl darted into the women's restroom, and one of the men followed her. The man came out alone 25 minutes later. . . . After the girl's slaying, her father, Leroy Iverson, 57, of Los Angeles, tried to cut a deal with the hotel, said [a] source, who spoke

on condition of anonymity. ‘He said he wouldn’t sue anybody if they would give him \$100 to gamble with, free beer, fly his girlfriend in from out of town, and he wanted money for the arcade’ for the girl’s 14-year-old brother.”⁵³

“One of the Las Vegas homicide detectives investigating Sherrice’s killing said he was amazed by the number of unsupervised children at the Primadonna hotel arcade. . . . Based on a viewing of surveillance videos of the arcade. . . . the officer said he ‘counted at least 40 kids in the arcade at 3 in the morning, and didn’t see any adults.’”⁵⁴

At one moment little Sherrice was laughing and playing in the casino; the next, she had fallen victim to a killer who had seized upon her momentary vulnerability. She was not the only youngster to have lost his or her life in proximity to a casino. In the last two years, at least two babies have suffocated in hot cars while their parents or babysitters compulsively pumped money into slot machines.⁵⁵ So many children have been left in cars parked in lots at the enormous Foxwoods Casino that the managers (the Mashantucket Pequot Indian tribe) had to post signs warning parents not to leave their kids unattended.⁵⁶ Bad things happen to children when parents are preoccupied, and the lure of riches is the ultimate distraction. Boys and girls have no business being in such places—if for no other reason, because they are being exposed to an activity that could destroy them one day. **IF YOU CHOOSE TO GAMBLE, PLEASE, LEAVE THE KIDS AT HOME UNDER COMPETENT SUPERVISION.**

Well, perhaps this discussion today explains in small measure what I’ve observed about gambling in the past 19 months, and why I remain radically opposed to it. Simply stated, this activity, euphemistically called “gaming,” is a destroyer. It ruins lives and wrecks families. My greatest concern is for the children who suffer most when their parents engage in risky behavior.

Before closing, let me share a final perspective about the epidemic that is sweeping the nation. It reflects the enormous power and influence that is currently held by the gambling kingpins. Because of their unlimited financial resources that reportedly amount to \$50 billion or more per year,⁵⁷ they can influence elections dramatically and entice political leaders to do their bidding. Indeed, the gambling lobby is *the* most powerful force in government today, and its masters are not reluctant to use it!

Consider the most recent national elections. Ten million dollars was spent in Missouri to gain approval for the controversial casino “boats in moats.”⁵⁸ And I’ve already mentioned the gubernatorial race in South Carolina, in which Gov. David Beasley was defeated by a gambling-funded opponent.⁵⁹ The other governor who lost in November, Fob James of Alabama, faced a \$7 million war chest⁶⁰ controlled, I’m told, by those who wanted a lottery in that state. James opposed it—and lost. *Time* said presidential advisor James Carville has developed a strategy to penetrate the “solid South” for the Democrats. The key is for them to pick off anti-gambling governors one by one. The industry will provide the funds to accomplish it.⁶¹

Rep. Steve Largent, a recent candidate for majority leader in the House of Representatives, was vigorously opposed by gambling interests. The *Las Vegas Sun* reported that casino heavyweights helped submarine his candidacy. One gambling leader told the paper, “He’s a supporter of the Christian Coalition and would be bad for the gaming industry.”⁶²

Indian tribes pulled off the greatest prize. They spent more than \$70 million in advertising during the recent California election, gaining approval from voters to put largely unregulated and untaxed casinos all over the state.⁶³ California will never be the same—although its citizens appear to not yet realize it.

How about our politicians in Washington? The leaders of both parties have accepted campaign contributions. Steve Wynn (“Mr. Las Vegas”) has sent his plush jet to the Capitol to bring powerful politicians to lucrative fundraisers.⁶⁴ His guests have included Bill Clinton and Bob Dole, both of whom were hustled off to Vegas in 1996 to pick up \$500,000 checks.⁶⁵ Ultimately, they received more than a million dollars each in

"soft money".⁶⁶ Dole attended so many Nevada fundraisers that he was nicknamed "Vegas Bob" by one magazine.⁶⁷ Newt Gingrich,⁶⁸ Trent Lott,⁶⁹ Al Gore,⁷⁰ Thomas Daschle,⁷¹ Richard Gephardt,⁷² Tom Delay,⁷³ Mitch McConnell,⁷⁴ Bill Frist⁷⁵ and many other political leaders have been treated to the same "courtesy." Sen. Richard Bryan (D-Nev), who has received \$264,000 in gambling-related PAC and individual contributions since 1991,⁷⁶ has done everything possible to undermine the Commission and interfere with its work. Almost every "big name" in Washington is tainted by gambling money, and their gratitude becomes evident when votes are cast in Congress.

In all, more than 13 million dollars have been contributed to political campaigns in recent years, totaling \$6.1 million to Republicans and \$7.6 million to Democrats.⁷⁷ Obviously, it matters not which party a politician represents as long as he or she plays the tunes dictated by the piper. And, by the way, the person calling most of the tunes these days, other than Steve Wynn, is Frank Fahrenkopf, former chairman of the Republican National Committee. He is now paid \$800,000 per year⁷⁸ to use his influence on behalf of the gambling industry.

Here are some other recipients of "hard money" from the gambling industry for the period of 1991-96:

Sen. Harry Reid (D-Nev)	\$348,459
Rep. John Ensign (R-Nev)	\$214,686
Rep. Frank LoBiondo (R-N.J.)	\$ 77,150
Rep. James Gibbons (R-Nev)	\$ 75,100
Sen. Robert Torricelli (D-N.J.)	\$ 70,600
Sen. Frank Lautenberg (D-N.J.)	\$ 36,250
Rep. Richard Gephardt (D-Mo)	\$ 24,000
Sen. Fred Thompson (R-Tenn)	\$ 21,500
Sen. Thomas Daschle (D-S.D.)	\$ 18,750
Sen. Carol Moseley-Braun (D-Ill)	\$ 18,500
Sen. John Breaux (D-LA)	\$ 17,253 ⁷⁹

Is it not surprising, given this history, that Congress rarely opposes *anything* desired by the gambling industry. It explains why Majority Leader Trent Lott fought the creation of the Commission,⁸⁰ and why he has used his influence to authorize gambling enterprises in his home state of Mississippi.⁸¹ *Washingtonian* magazine said, "Lott has cozied up to Steve Wynn, who not only has provided Lott with use of his private jet, but also has given him thousands in campaign contributions [in 1997-98]."⁸² It tells us why Bill Clinton first favored granting subpoena power for the Commission but then changed his mind shortly after flying off to Vegas for a golf junket with—guess who?—Steve Wynn.⁸³ Consequently, the Commission was denied the authority to require testimony from key witnesses. This is how government works in Washington these days. While the needs of families are ignored, such as the unfair "marriage penalty tax" that was left intact last year after Republicans promised specifically to repeal it,⁸⁴ our representatives continue dancing to the beat of gambling interests across the nation. They should feel our displeasure.

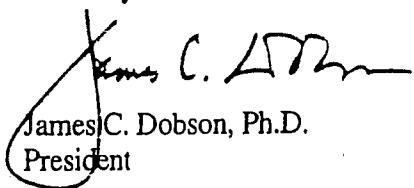
It is my belief that *NO* special interest group should ever be given such power over the electoral and legislative process as occurs today. As long as money sets the agenda, gambling will continue to grow and shape the fabric of American culture.

There is so much more I would like to say about this subject, but I'll save it for my next letter. Then I will discuss lotteries and the other forms of gambling that are becoming dominant. I know this is an unpleasant subject, but if my colleagues and I can invest two years of our lives to the effort to understand the scope and implications of this problem, maybe my friends will take a few minutes to review the results. Unfortunately, I doubt if Washington will be among those who will listen. Its power brokers have too much to lose by irritating the industry that helps keep them in office.

Thanks so much for your support during these busy and challenging days. We could not continue without your partnership. Please remember to be in prayer for our Commission as we complete this difficult assignment, and especially, hold up the name of our chairperson, Mrs. Kay Coles James. She is attacked by someone nearly every day. I know the feeling!

Happy New Year and God's blessings to you all.

Sincerely in Christ,



James C. Dobson, Ph.D.
President

"But they that will be rich fall into temptation and a snare, and into many foolish and hurtful lusts, which drown men in destruction and perdition" (1 Tim. 6:9 KJV).

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I AM WRITING THIS LETTER FOR EVERYONE TO THINK ABOUT THE EFFECTS OF GAMBLING FOR OR AGAINST A CASINO. THIS IS NOT A RELIGIOUS OR FINANCIAL DECISION. IT IS RIGHT OR WRONG, LEGAL OR ILLEGAL.

IMAGINE YOU HAVE A CRYSTAL BALL SEEING SOMEONE IN A CASINO GAMBLING, BUT SLOWLY BECOMING ADDICTED; FIRST MISSING WORK, THEN SPENDING MONEY AT THE CASINO THAT SHOULD BE USED TO PAY BILLS, NEXT ARGUING WITH FAMILY MEMBERS ON HOW MUCH TIME & MONEY HAS BEEN SPENT AT THE CASINOS, NOW BECOMING MORE ADDICTED AND STARTING TO STEAL TO SUPPLY THEIR GAMBLING HABIT. NOT ALL PEOPLE BECOME ADDICTED, BUT MANY DO. EVEN THOSE RUNNING THE CASINOS WILL TELL YOU THAT MANY PEOPLE WILL BECOME ADDICTED TO CASINO GAMBLING. THEIR LARGEST PROFITS WILL COME FROM THOSE WHO ARE ADDICTED.

WE HAVE BUMPER STICKERS ON POLICE CRUISERS THAT SAY "THERE IS NO EXCUSE FOR DOMESTIC VIOLENCE". YET, AS A PERSON GAMBLES MORE & MORE, ARGUING MAY BECOME WORSE. IS THERE ANY WONDER WHY LAS VEGAS, THE GAMBLING CAPITAL OF THIS COUNTRY, IS FIRST IN HOMICIDES AGAINST WOMEN, FIRST IN SUICIDES, OR THAT ONE IN TWENTY-FIVE VISITORS WHO DIE IN LAS VEGAS DIES BY HIS OR HER OWN HAND.

NOW IMAGINE THE PERSON IN THE CRYSTAL BALL TURNS AROUND AND YOU ARE NOW ABLE TO SEE HIS OR HER FACE. IT IS YOUR FATHER OR MOTHER, YOUR BROTHER OR SISTER, YOUR HUSBAND OR WIFE, YOUR SON OR DAUGHTER, YOUR GRANDPARENTS OR ONE OF YOUR GRANDCHILDREN.

AFTER SEEING THAT FUTURE AND KNOWING YOU COULD STOP IT FROM HAPPENING TO YOUR OWN FAMILY OR TO A FRIEND'S OR NEIGHBOR'S FAMILY, HOW WOULD YOU VOTE? THERE IS NO DOUBT YOU WOULD VOTE AGAINST HAVING A CASINO IN MAINE.

WE DO NOT HAVE A CRYSTAL BALL TO TELL US WHO'S FAMILY IT WILL EFFECT, BUT IT WILL HAPPEN IF WE VOTE FOR A CASINO. KNOWING THE EFFECTS, HOW CAN WE PUT A DOLLAR VALUE ON PEOPLE'S LIVES?

IN CLOSING, I WOULD LIKE TO QUOTE DR. RICHARD SWENSON WITH HIS THREE MOST IMPORTANT RULES FOR LIFE.

1. "PEOPLE ARE MORE IMPORTANT THAN THINGS".
2. "PEOPLE ARE MORE IMPORTANT THAN THINGS".
3. "PEOPLE ARE MORE IMPORTANT THAN THINGS".

WHAT DO HORSEMEN OF THE HARNESS RACING INDUSTRY CONTRIBUTE TO THE STATE OF MAINE?

A few facts to think about:

To haul these horses to racing venues:

Trailer - all ranges of prices.

Truck - in our case a 2001 Dodge V10 4.4 pickup truck with a specially installed hitch to haul the gooseneck trailer.

\$34,000.00

Now figure... the **sales tax** on that purchase, the **excise tax/commercial registration, gas taxes** (at conservatively 60,000 miles per year at average 9mpg, Federal and State gas taxes at 40.4 cents per gallon = \$2,693.34 per year! On the \$8-9,000.00 spent at the gas pumps per year!)

LET ME GO ON.....

There is... the **feed store**.

- ... the **farmer** we buy hay from.
- ... the **veterinarians**.
- ... the **farriers**.
- ... the **tack shop**.
- ... the **landowner** we rent barn and pasture from.
- ... the **lumber yard** we buy bedding from.

And numerous other businesses that benefit from our patronage.

Take all this multiplied by the number of horsemen in this state and ask what impact we have on this state and are we worth a little support in return?

Your attitudes may not just **adversely affect** horsemen and Scarborough Downs and Bangor Raceway, but countless other businesses, municipalities, the State of Maine and ultimately....

yourselfs and your endeavor.

I SAY HORSEMEN IN HARNESS RACING CONTRIBUTE TO THE ECONOMY OF MAINE, WE DESERVE SUPPORT IN RETURN.

Remarks of Sharon Terry

October 25, 2002

afternoon
Good Morning Ladies and Gentlemen of this important Task Force. My name is Sharon Terry. I appreciate the opportunity to address you.

Paragraph 6 of the Legislative Resolve that created this task force invited you to study and report on the impact a Maine-based casino might have on other businesses and in particular on businesses engaged in legal gaming in the State. As the President of Scarborough Downs and an advocate of harness racing, I am deeply concerned that a casino not associated with Maine's existing harness racing industry would devastate our industry.

I submit that this Task Force should consider two issues in this regard:

First, would a casino not associated with harness racing injure harness racing?

Second, is our sport and industry worth preserving?

Both of these questions should be answered emphatically and affirmatively.

Let me talk first about the benefits of harness racing. The Downs itself has an annual payroll of 1.8 Million dollars. We pay purses each year in excess of ~~Two Million~~ ^{\$2.6 million} Dollars. We pay hundreds of thousands of dollars in taxes and nearly a half million dollars in payroll taxes. And that is just the direct contribution of our track. An entire network of tracks, fairs and farms depend on harness racing. Indeed, at least two separate independent economic studies have concluded that harness racing adds more than Fifty Million Dollars to Maine's economy each year. I will make sure that copies of those studies are available to each of you.

But the contribution of Scarborough Downs and of harness racing to Maine's way of life cannot be measured merely in dollars. My late husband purchased the Downs in 1979. It quickly became his passion, but it admittedly was not mine. It took me many years to see the great beauty and true value that Joe found in his first days at the track.

Those years have taught me that harness racing is a tremendously exciting and colorful sport. I've learned that harness racing is one of the few forms of gaming that truly challenges the bettor's judgment. I've learned that the drivers of harness horses are skilled athletes and that Maine's best are among the best in the world. But most of all I've learned that harness racing involves just about the most honest, hardest working and most decent people one could ever hope to meet: People who rise before the frigid dawn to care for animals more lovingly than many people care for their children. People who preserve open space farms in the face of sprawling development, because they love the land far more dearly than the fast buck. People who have handed down through three and four generations a way of life and a work ethic that are indeed the way life should be.

Our sport supports farms, the preservation of open space and the preservation of our rich agricultural past. In towns like Scarborough and Westbrook, harness horse farms are among the few commercial enterprises that preserve open space and are beating back sprawl. Our support for Maine's agricultural fairs goes far beyond our direct financial subsidy of hundreds of thousands of dollars. Maine's commercial tracks provide the year round racing opportunity that is essential to maintaining our horse population and our farms.

The Department of Agriculture reports that the state has over 6,000 farms and that over 1,500 of them are horse farms or are supported by horse farms.

The greatest threat to harness racing over the last 20 years has indeed been the expansion of other, cheaper forms of gaming that do not support farms, open space, or an agricultural industry. Those new forms of gaming have included the lottery, which the

state expands regularly, bingo parlors, illegal internet wagering, and the 6,000 video lottery terminals that the State Police estimate are operated illegally in Maine.

In 1996, I was chosen by Governor King to serve on his Task Force that studied harness racing. In appointing that task force the governor proclaimed that “live harness racing and related businesses are an important part of the Maine Economy and a vital part of Maine’s long tradition of agricultural fairs.” The members of that task force concluded that the expansion of cheaper forms of gaming had already hurt harness racing and that harness racing should be allowed to participate in these expanded forms of gaming.

Since the Task Force submitted its report, those of us associated with harness racing have repeatedly tried – so far without success – to gain access to those continuously expanding forms of inexpensive gaming. But even while those efforts have failed, Scarborough Downs has improved its economic performance. We hope and expect that this year Scarborough Downs will turn a small profit for the first time in its entire 50-year existence. On behalf of our 165 employees and the hundreds of owners, trainers and drivers who put on the show at the Downs, we are tremendously proud of that accomplishment.

Even if harness racing never has the benefit of additional forms of gaming, the Ricci family will remain committed to harness racing. Scarborough Downs, the farms we support and the people who depend on harness racing are here for the long haul.

But a casino competing with us would be devastating. Because casinos don’t support farms, purses, or agriculture they have a vast financial advantage over harness racing. Others will present the statistics, but the fact is that in every state where casinos compete directly against harness racing, racing has been badly hurt and often destroyed.

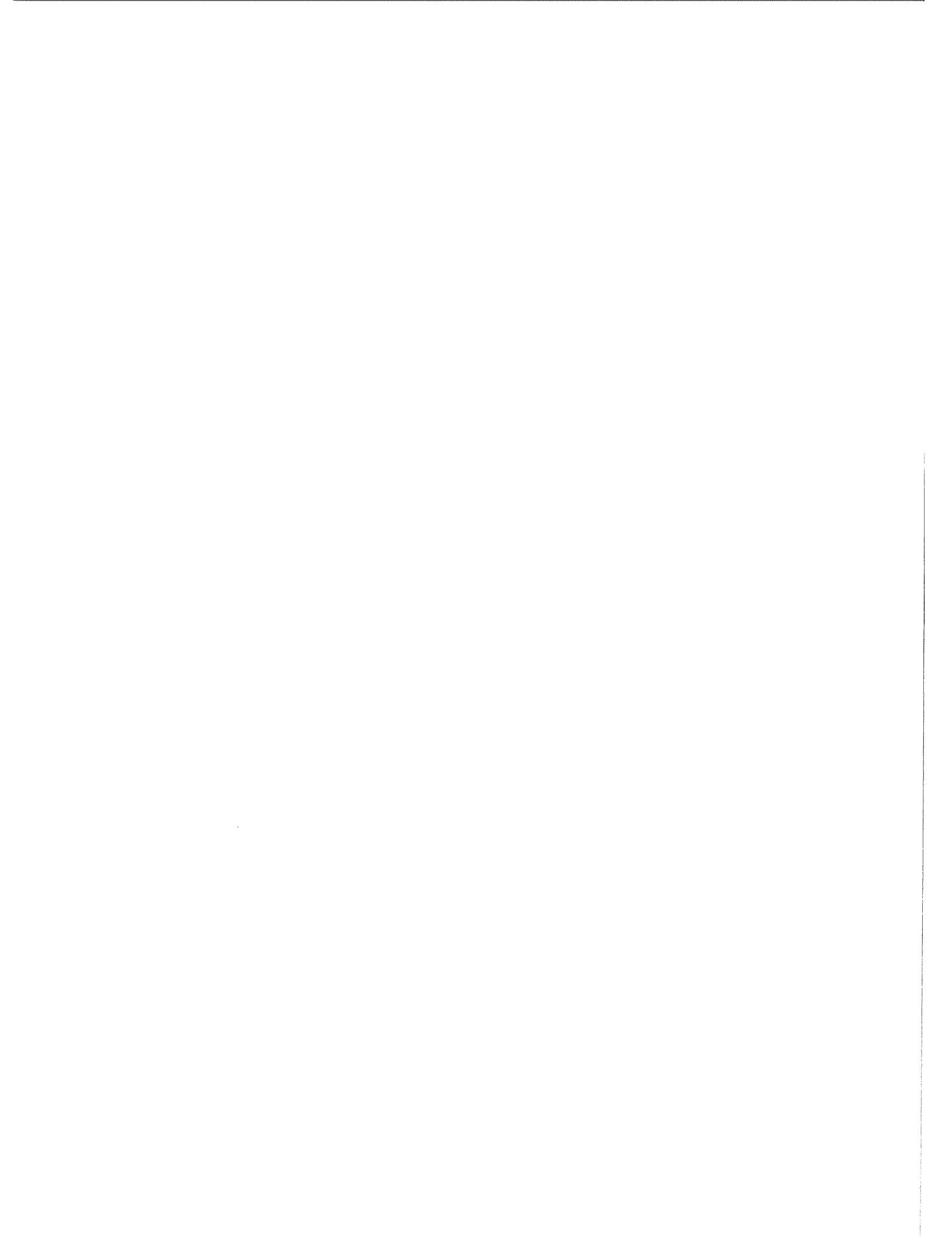
Any candid report on a proposed casino not associated with harness racing must note the devastation such a casino would visit on the families involved in harness racing, on the farms they operate, on the open spaces they preserve, on the agricultural fairs they support and on the great sport so many of us enjoy.

I respectfully ask for your candor and for the preservation of our proud industry.

Thank you.

APPENDIX R

Presentation from Dr. Earl Grinols, Professor of Economics, University of Illinois



Earl L. Grinols
Professor of Economics
University of Illinois
Augusta, Maine
18 November 2002

Outline of Presentation to
TASK FORCE TO STUDY THE IMPACT
OF A MAINE-BASED CASINO

- **Nature of Industry**
 - Majority of people are indifferent to gambling, 33% do not gamble, even in Las Vegas.
 - Most gambling is by a small part of the population: 10% account for 66-80% of wagers.
 - Convenience casinos draw from nearby.
 - 30-50 % of casino revenues derive from problem and pathological gamblers.
- **Issues:** Economic costs and benefit, lost national income, industry lobbying & influence, special favors to selected groups, regressivity of tax dollars raised.
- **Economic Development and Growth:** Jobs multiplier studies—the usual promotional study offered—ask wrong questions regarding effect of casinos on residents' well being. There can be growthless jobs and jobless growth.
- **Proper Cost-Benefit Study is Needed to Tell Effect of Casinos on Residents**
 - Benefits include net increase in profits and taxes paid of all business and direct amenity benefits such as more convenient access to nearby casino.
 - Costs relate to crime, business and employment costs, bankruptcy, suicide, illness, social service costs (treatment, unemployment & other social services), direct regulatory costs, family costs: (e.g. divorce, separation, child abuse, child neglect, domestic violence.), abused dollars.
 - Components that can be costs or benefits: Consumer price effects, capital gains or losses, reduction of transactions constraints.
- **Gambling fails a cost-benefit test:** Social costs (mid-range) from gambling are approximately \$190 per adult annually (of which crime = \$63). Benefits are \$35 per adult.
- **Crime: U. Illinois-U. Georgia, Grinols-Mustard Study**
 - Based on raw data, (i.e. before adjusting for other factors) average of 11.8 % of crime in casino counties is due to casinos.
 - 7.9% of total crime (FBI Index I) due to gambling in counties with Class III gambling.
 - 7.7% of property crime
 - 10.3% of violent crime
 - E.g. For an average county with 100,000 population this implies 772 more larcenies, 357 more burglaries, 331 more auto thefts, 12 more rapes, 68 more robberies, and 112 more aggravated assaults.
- **Social Statistics from Nevada paint a disturbing picture**
- **Industry Funded Studies are often misleading when “the rest of the story” is revealed.**

GAMBLING: SUMMARY POINTS

- **Gambling creates economic costs for society and taxpayers, including non-users.**
 - Crime: E.g. Aggravated assault, rape, robbery, larceny, burglary, auto theft, embezzlement, fraud.
 - Business and Employment Costs: Lost productivity, lost work time, unemployment-related employer costs.
 - Bankruptcy
 - Suicide
 - Illness: E.g. Stress-related, cardiovascular, anxiety, depression, cognitive disorders.
 - Social Service Costs: Treatment, unemployment & other social services.
 - Direct Regulatory Costs
 - Family Costs: E.g. Divorce, separation, child abuse, child neglect, domestic violence.
 - Abused dollars
 - (NB Electronic Gambling Devices typically represent 80 % of typical Class III (casino style) revenues.)
- **Gambling fails a cost-benefit test.**
 - Even using conservative cost estimates & highest benefit estimate, costs to benefits are \$1.90 to \$1.
 - Social costs (mid-range) from gambling are approximately \$190 per adult annually (of which crime = \$63).
 - Social benefits (preferred number) are less than \$35 per adult.
 - On a per pathological gambler basis, studies in different parts of the nation conducted since 1994 conservatively estimate costs to be \$13,600 per year.
- **Crime: U. Illinois-U. Georgia, Grinols-Mustard Study**
 - 7.9% of total crime (FBI Index I) due to gambling in counties with Class III gambling.
 - 7.7% of property crime
 - 10.3% of violent crime
 - E.g. For an average county with 100,000 population this implies 772 more larcenies, 357 more burglaries, 331 more auto thefts, 12 more rapes, 68 more robberies, and 112 more aggravated assaults.
- **How can we conclude that casinos increase crime?**
 - Casinos have largely been built since 1991, a period when crime has decreased substantially. Because crime is caused by many factors other than casinos, we want to take those into consideration when we estimate the effect of casinos on crime.
 - A better comparison is to look at the drop in crime rates for counties that have casinos and for those that don't. Crime rates drop much more in noncasino-counties than casino-counties. The divergence between the two sets of counties is greatest since 1992 after casino expansions.
 - In many areas such as Florida, casino-county crime rates as a fraction of noncasino-county rates have increased from 2-25% less in 1977 to much higher in 1996. FBI Index I Crimes (-6% to 11%), Violent Crimes (-17% to -2%), Aggravated assault (-8% to 9%), Rape (-9% to 13%), Robbery (-25% to -14%), Murder (-23% to 0%), Property Crimes (-4% to 13%), Larceny (-4% to 13%), Larceny (-2% to 12%), Burglary (-5% to 2%), Auto Theft (-20% to 14%). All individual crimes switched from negative to positive, except robbery, which still moved in the direction consistent with the rest.
 - Indian reservations: compact-counties had higher crime rates than noncompact-counties, but the difference was stable until the early 1990s, when the crime rates in compact-

counties increased by even more. By 1996 compact-counties have significantly higher crime rates than non-compact counties.

- With the obvious presence of social costs, gambling promoters argue that they create jobs. This is sometimes possible, as in the case of an Atlantic City or Las Vegas where the area has effectively converted itself into one large casino that serves primarily tourists. In general, however, **gambling**
 - **Loses area** jobs when local gambler dollars are removed from the area (when they otherwise would not have been) in the form of taxes or are spent by the casino owners or employees outside the area.
 - **Creates area** jobs when outside gambler dollars are spent locally by the casino and,
 - **Loses net** jobs when the first flow is larger than the second.
 - **A full accounting** of dollar flows, therefore, is needed to determine if gambling will create more jobs than it loses.
 - **The value of an additional area job has been estimated to be worth between \$0-\$1,500 to the community.**ⁱ For example, in a county of 100,000 adults the introduction of casinos would create social costs of approximately \$19 m annually and direct social benefits of \$3.5 m. Using \$750 as the average value to the rest of the county of a job means that casinos would have to increase the total number of jobs in the county by more than 20,660, an unlikely outcome.
- **Gambling Taxes are Worse than a Conventional Tax Collecting Identical Revenue**
 - A conventional tax implies social costs per extra dollar collected of \$1.25-\$1.45.
 - Taxes on casino gross revenues cost \$2.65 per dollar of tax collected if the tax rate is 50 percent, a number that rises to \$5.10 per dollar if the gambling tax rate is 20 percent.
- **Dollars come from the Wrong Source**
 - 60-80 percent of casino revenues are from slot machines.
 - 30 to 50 percent of revenues derive from problem and pathological gamblers (e.g. 37 % Montana study, 1/3 Australia National Productivity Commission study.)
- **Gambling is a Slippery Slope**
 - What is easy for one state to do, others can do.
 - Generates a race to the bottom.
 - End result: States not gain at others' expense; all reap social costs.
 - Any study purporting to project how Maine will fare with casinos, failing to account for casinos that would be sited in neighboring states, is not worth the paper it is printed on.
- **National Gambling Impact Study Commission**
 - ~3 m problem and pathological gamblers, 15 million more at risk (8.5 m potential according to other studies)
 - ~\$5 b costs now, (vs. \$20 b - \$85 b potential based on other studies: My research implies ~ \$27.5-\$43.4 b potential.)
 - Gambling is like losing the lost output of another 1990-91 recession very decade.
- **For many, gambling merely transfers dollars from one pocket to another without creating a tangible product.**
 - Some gamble for recreation (such gamblers are presumably provided recreation value for their lost dollars), but many gamble to acquire money. Instead of creating a product or offering a service to earn money, this second group of gamblers doesn't accomplish anything and yet expects to acquire money.
 - The more people there are who gamble to acquire money, the poorer society is.
 - If everyone gambled to acquire his money, we would all starve.

ⁱ Rappaport, Jordan and Chad Wilkerson, 2001, What are the Benefits of Hosting a Major League Sports Franchise?, *Economic Review*, Federal Reserve Bank of Kansas City, 86, 1, 55-86.

"A South Bend (Ind.) man convicted of murdering a man for his casino winnings was sentenced to 65 years in prison....The prosecution charged that (Abdullah) Alkhaldi was having financial problems and killed Claude Purdiman Jr., 29, for the approximately \$2,000 he won while the two were together early May 3 at the Blue Chip Casino in Michigan City." (Las Vegas Sun, 3/14/00)

"A woman who lost more than \$30,000 at Joliet (Ill..) casinos was sentenced to 21 years in prison Wednesday after a judge determined she suffocated her 7-week old child to collect insurance money to continue her gambling habit." (Copley News Service, 10/23/99)

"Two former employees at a Westport (Missouri) bank facility pleaded guilty Thursday to a decade-long embezzlement of about \$1.58 million that, among other things, financed gambling sprees and vacations in exotic locales." (Kansas City Star, 3/16/00)

"Prison sentences have been ordered for two men, including a former loan officer who admitted having a gambling addiction, for defrauding a Morgan City (La.) bank of \$250,000 through false loans.
(Associated Press, 11/4/99)

"The abuse of gambling has led to many 'social evils' and any government that encouraged gambling has a lot to answer for, [Australian] Prime Minister John Howard said today. Mr. Howard was commenting after a Melbourne woman was charged with manslaughter yesterday over the death of her 19-month-old baby after leaving it in extreme heat inside a car as she gambled at a hotel." (AAP Newsfeed, 2/24/00)

"A 61-year-old East Petersburg (Penn.) man was placed on probation for 25 years Tuesday after pleading guilty to stealing from his former employer. James R. Smith ... was also ordered by Acting President Judge Michael Georgelis to pay back the \$43,900 he stole while working as a used car buyer for Landis Enterprises ... in 1997 and 1998.
(Intelligencer Journal [Lancaster, Penn.], 11/3/99)

"Florida officials say the Halloran saga shows how the tribe's largely unregulated casinos are a powerful lure for organized crime.... 'Tribes across the country consistently say there's no proof of any organized crime infiltration,' said (assistant Florida attorney general John)

Glogau. 'But law enforcement people say that's nonsense.'" (St. Petersburg Times, 2/19/99)

"After 16 months of study, the Governor's Task Force on Illegal Gambling says the problem has increased as Texas has embraced legal gambling....

"The proponents of gambling have largely succeeded in persuading the broader culture to accept gambling as a legitimate form of entertainment rather than a vice,' the task force concluded. 'The impact, from a fiscal perspective, has been enormous.'

"Without quantifying it, the task force said the downside also has a large bottom line, especially at the state's multibillion-dollar lottery. 'It's substantial social costs, however, while actual and acknowledged, have yet to be accurately measured,' the report says about the lottery." ([Austin] American-Statesman, 1/27/99)

"A 56-year-old (Southern California) compulsive gambler pleaded guilty Tuesday to several bank robberies and the attempted murder of a police officer... (Terry Drake) Ball has been battling a severe gambling addiction since at least 1971, when he received the first of his four state and federal robbery convictions, [his attorney] said. His struggle was highlighted in the past year when he won \$250,000 from a casino bet on horse races ... and lost the entire amount within three weeks, [his attorney] said." (Los Angeles Daily News, 10/27/99)

"A worker at Harveys casino (Omaha, Nebr.) ran out of luck after stealing money from his employer to gamble at Ameristar (casino). Andrew Beam, 34, of 1910 Jones St., who earlier pleaded guilty to stealing more than \$10,000 while a slot machine technician at Harveys, has been granted a deferred judgment and ordered to repay the loss." (Omaha World-Herald, 10/26/99)

"(Mississippi) Gulf Coast banking officials are looking for the best combination of security measures to deal with an increase in bank robberies that has accompanied the growth in casinos and other businesses since 1992.

"Harrison, Hancock, Jackson and Stone counties reported only two bank robberies in each of 1990 and 1991. Robberies have climbed from that time, reaching a high of 30 holdups in 1997." (Associated Press, 10/11/99)

"Anthony Czamara, who is serving a jail term for stealing from a Hamburg (N.Y.) bistro, Friday was ordered to serve a prison term of 2 to 5 years for embezzling more than \$77,000 from a Buffalo restaurant.... The judge said Czamara's 'troublesome' history of criminal 'shortcomings' seemed linked to both his admitted alcoholism and his addiction to gambling." (*Buffalo News*, 10/10/99)

"Compulsive gambling within the Southeast Asian community in the Twin Cities has increased so much that some families have been left homeless, said Diane Dovenberg, who works with Southeast Asians....

"I'm hearing more and more about gambling with Southeast Asian refugees,' she said. 'They have experienced horrendous trauma from war, escaping their own countries, spending years in refugee camps in Thailand and then experiencing the trauma of coming to this country and having it be so different from the lives they were leading over there. The hopelessness is relieved at the casinos." (*Minneapolis Star Tribune*, 10/12/99)

"Before casino gambling, (Atlantic City) was home to numerous thriving churches of various denominations. But in recent years, churches and synagogues have begun to close.... The Rev. Patrick J. Hunt, pastor at (the Church of the Ascension), said the casino industry is helping society gradually erode. 'We want anybody to come to church,' Hunt said. 'But gambling is a vice and the casinos do their darndest to make sure we don't exist and that every other church doesn't exist." (*Atlantic City Press*, 10/11/99)

"Of the 42 armed robberies investigated by the York County Sheriff's Office this year, 23 have been video poker related.... Additionally, there have been at least 17 property crimes directly connected with video gambling machines, including burglaries, larcenies and fraud.... "But Cauthen, Fortson, York County Sheriff Bruce Bryant and other law enforcement officials throughout the region say those numbers don't begin to paint the whole picture. Many domestic cases that officers respond to involve arguments that stemmed from one spouse's gambling habit. Deputies are responsible for serving civil court papers, such as divorce decrees, and Bryant said a growing number of those appear to be tied to gambling. Police also say they spend more and more time responding to

false reports filled by gamblers who don't want a spouse to learn they lost money to the video machines." (*Charlotte Observer*, 10/3/99)

"A Denham Springs (La.) man was sentenced Monday to 37 months in prison and ordered to repay \$933, 845 to victims of his investment scam. U.S. District Judge Frank Polozola told Mike D. Nolan he was responsible for 'a very big case of fraud' that hurt lots of people, including a widow who lost her nest egg and couples whose marriages fell apart because of failed investment schemes....

"The judge said Nolan's gambling problem fueled the fraud scheme." ([Baton Rouge, La.] *Advocate*, 9/28/99)

There is a trail of broken homes, bankruptcies, crime and suicides, say those who work with problem gamblers in that state. 'We've treated some people who have lost their life savings on the lottery,' said Jack Gronewald, chief operating officer of Ridgeview Institute, a mental health treatment center near Atlanta....

"[T]here were four groups of Gamblers Anonymous meeting in Georgia when the lottery was instituted there in 1992, but today there are 10 or more groups, indicating that the number of problem gamblers increased, and some play only the lottery." (*Birmingham News*, 9/24/99)

"A (Las Vegas) woman who embezzled more than \$1 million during her 18-year career as a paralegal with the U.S. attorney's office was sentenced to 30 months in prison Friday. Elizabeth 'Becki' Simmons, who has admitted having a gambling problem, pleaded guilty in March to embezzlement, making false statements and filing a false income tax return." (*Las Vegas Review-Journal*, 9/18/99)

"A Hancock County (Miss.) woman says she killed her mother and husband last year as part of a suicide pact made in despair over large gambling debts the trio had run up at Gulf Coast casinos.

"Julie Winborn pleaded guilty in the death of her husband, Grady Winborn, 57, and her mother, Inez Bouis, 66. She was sentenced Thursday to two life sentences. She had testified that the three lost \$50,000 at casinos and decided to end their lives because they could not repay bank and credit union loans." (Associated Press, 9/10/99)

"Former (Miss.) state worker Deidre Marshall has been sentenced to five years of probation for embezzling \$100,000 from a state program for the

disabled.... Marshall said she stole the money to pay for her compulsive gambling habit." ([Baton Rouge, La.] *Advocate*, 9/12/99)

"It is a hard-edged reality that happens—at casinos, at racetracks, at church bingos, at state lottery outlets. **The Mississippi Coast has seen a 26-fold increase in the number of Gamblers Anonymous meeting—to 13 a week—since the first casino opened in 1992.**" (*Lexington [Ky.] Herald-Leader*, 9/12/99)

"A three-month investigation by the Pittsburgh Tribune-Review found Pennsylvania Lottery sales come disproportionately from the poor and working class. In Allegheny County, the most recent lottery records available show stores in neighborhoods with per capita incomes lower than \$20,000 sold more than twice as many tickets per resident as those in neighborhoods where average incomes exceeded \$30,000....

"The lottery's 1997 study found 39 percent of 'heavy' players—those who bet at least once a week—report household incomes below \$25,000 a year." (*Pittsburgh Tribune-Review*, 8/22/99)

"A German tourist jumped to his death off a 10-story casino-parking garage Wednesday in the third such suicide in Atlantic City in eight days.... On Aug. 17, a gambler who had lost \$87,000 jumped to his death off a Trump Plaza roof. On Monday, a dealer at Caesar's Atlantic City Hotel Casino committed suicide by leaping off the casino's parking garage. (Associated Press, 8/25/99)

"An Edgefield County (S.C.) man was killed in a shootout at a casino he apparently was attempting to rob. Dexter Wooden, 25, went to Bryant's Discount Beverage Center Wednesday night and tried to hold up four customers who were gambling." (Associated Press, 8/26/99)

"-Tourism. City officials insist the Milwaukee casino draws few tourists and say most gamblers are lower income residents of the city and Milwaukee County....

"-Crime. Prosecutors have not broken cases directly related to casinos, but the district attorney reports his staff has seen more burglaries, larcenies and crimes of opportunity related to gambling. The most celebrated local case involved a woman who stole nearly \$100,000 from her grandmother to gamble in Milwaukee and other Wisconsin casinos." ([Milwaukee] *Journal Sentinel*, 12/27/98)

"Debts of more than \$100,000 prompted a woman's botched bank robbery attempt that led to an eight-hour hostage situation on New Year's Eve (in Olathe, Kansas), her attorney said.... [The suspect's attorney] told (U.S. Magistrate David) Waxse that (Pheng) Siriboury was 'addicted to gambling' and had run up debts—"maybe as high as \$150,000."'" (*St. Louis Post-Dispatch*, 1/6/00)

"Bankruptcies citing gambling debts as a contributing factor have jumped since the riverboats entered the Kansas City market in mid-1994.... The first Kansas City area riverboat casino opened in mid-1994. In that year, only 13 of the 3,501 bankruptcy filings in Kansas City—0.37%—listed gambling losses....

"By 1998, 194 of the 5,618 persons who filed—3.5%—said gambling was a contributing factor in their bankruptcies. They listed unsecured debts of more than \$7.5 million, much of it to credit card companies.... Bankruptcy lawyers and gambling counselors say actual figures might be higher because people are reluctant to admit they have a gambling problem." (*Kansas City Star*, 1/9/00)

"The battle against domestic violence is gaining ground, and work by University of Nebraska Medical Center researcher Dr. Robert Muelleman is helping... **'It looks as if problem gambling in the partner is going to be as much a risk factor as problem alcohol, and that's really new information,'** he said." (*Daily Nebraskan*, 1/13/00)

"A former (New Bedford, Mass.) elementary school principal has admitted stealing \$20,000 in student funds she used to support a gambling habit, prosecutors said." (Associated Press, 1/13/00)

"Terry Twist, a former supervisor at a Naperville (Ill.) bank whose cooperation helped lead to federal charges against two bank supervisors, pleaded guilty Thursday to his role in the **theft of nearly \$90,000** from the bank vault in a staged holdup.... Twist, 26, had sizable gambling debts." (*Chicago Tribune*, 1/14/00)

"A gambler losing big dollars in the high-roller area of the MotorCity Casino in Detroit pulled out a gun Wednesday, shot himself in the head and died, police said. Terrified gamblers fled from the blackjack table

where off-duty Oak Park Police Sgt. Solomon Bell had been consistently losing large bets, witnesses said...." (*Detroit Free Press*, 1/27/00)

"**A 37-year Detroit Fire Department veteran threatened to kill himself while gambling at the MGM Grand Detroit Casino on Thursday**, police said.... 'I guess he lost all the money he had, and he made a statement to the dealer saying he was going to do the same thing as the gentlemen yesterday did,' [a police spokesman] said." (Associated Press, 1/27/00)

"Two multinational lottery operators spent more than \$135,000 in 1999 in their efforts to win access to South Carolina lawmakers and put a lottery on the ballot." (*Augusta [Ga.] Chronicle*, 1/22/00)

"A man known as the 'Groucho Marx' bandit was sentenced Friday to more than four years in prison for a pair of **bank robberies** in Southcentral Alaska.... Federal public defender Richard Curtner said (Scott) Morgan was deep in debt because of gambling and alcohol addictions." (Associated Press, 1/22/00)

"A former (Memphis) Service Merchandise store manager who admitted **stealing more than \$150,000 in deposits** and gambling much of it away in Tunica casinos was sentenced to six years in prison Tuesday." (*[Memphis] Commercial Appeal*, 2/2/00)

"The gambling industry is poised to become the **predominant lobbying influence in the (Louisiana) Legislature**, supplanting traditional heavyweights such as labor and business as political forces, a vocal gambling critic said Monday. C.B. Forstotson, a New Orleans lawyer and opponent of the land casino on Canal Street, told the Baton Rouge Press Club that gambling interests can call the shots with lawmakers now that many of the industry's legislative critics have retired or been bumped from committees that deal with gambling issues....

"**'Organized gambling will push for more and more control over the Legislature,'** Forstotson said. 'Gambling is going to supersede business, trial lawyers, the unions and teachers as the lobbying force in the Louisiana Legislature for the foreseeable future.... They will be the 800-pound gorilla.'" (*New Orleans Times-Picayune*, 1/25/00)

"Rosemont (Ill.) Mayor Donald E. Stephens is getting a hefty reward for his role in convincing state lawmakers to approve sweeping gambling law changes last year. Campaign finance records obtained Wednesday show **Stephens received \$96,000 in contributions from gambling interests** in the six months after Gov. George Ryan signed legislation that opened Cook County to a casino, created lucrative subsidies for the horse racing industry and allowed casinos to stay dockside rather than cruise." (*Chicago Daily Herald*, 2/3/00)

"Sixteen employees or owners of 'cash for gold' shops that line Atlantic City's casino strip were accused Thursday of preying on the desperate by **charging up to 500% interest on hocked jewelry.**" (Associated Press, 2/10/00)

"An admitted **thief and pathological gambler has six months to pay almost \$155,000 back to the Pierre (S.D.) Area Chamber of Commerce** or face time in the women's prison. Former chamber financial manager Linda K. Thomsen, 55, was sentenced Tuesday afternoon." (*Pierre [S.D.] Capital Journal*, 2/16/00)

"The death of a (Frederick, Md.) debt-ridden accountant who badgered a colleague into shooting her was a **homicide**, not a suicide, so her life insurance company must pay out \$1.5 million, a judge ruled. Circuit Judge Mary Ann Stepler ruled last week against Allstate Life Insurance Co. in a dispute over the 1996 death of Mary Gaye Fister. Fister, a 45-year-old high-rolling gambler, died on a country road where she had gone with fellow accountant Lawrence H. Goldman. He said they planned to make the death look like a mob hit so that Fister's creditors could collect in insurance money the \$800,000 she owed....

"Investigators said Fister persuaded friends and clients to lend her money to support a lifestyle that included driving her turbocharged red sports car to Atlantic City casinos, where she sometimes lost as much as \$30,000 per trip." (*Las Vegas Sun*, 2/14/00)

"State officials are admitting a small **core of heavy gamblers, many of them poor, are the mainstay of the California Lottery**. The voter-approved lottery that benefits public education has maintained for 15 years that lottery players simply reflect the population of California. After an ANG Newspapers report in December and subsequent grilling by

legislators, the Lottery began compiling figures that show a fifth of its players account for 90% of the multibillion-dollar sales....

"Of the 2 million heavy gamblers, more than half are from households earning less than \$35,000 a year. People from households earning less than \$25,000 annually make up 41% of the lottery's heavy gamblers while they are less than a third of California's adult population. The heavy, poor gamblers spend an average of more than \$830 a year on the games." (*Las Vegas Sun*, 2/24/00)

"A former casino consultant fought back tears as he told a federal jury Thursday that he funneled hundreds of thousands of dollars in payoffs to former [Louisiana] Gov. Edwin Edwards and his son Stephen—before and after Edwards left office in 1996. Ricky Shetler's testimony was backed by Shetler's own ledgers and conversations secretly recorded by the FBI.

"It was the most damaging to date in the six-week-old trial, and, perhaps, in the 40-year public life of the often scandal-plagued four-term governor who was acquitted of federal racketeering charges in 1986. Federal prosecutors say Edwin and Stephen Edwards and five other men took part in a years-long series of schemes to manipulate the licensing of riverboat casinos." (Associated Press, 2/24/00)

"California tribes have been flooding the airwaves with TV and radio commercials as spending in the battle over Indian gambling topped \$20.7 million just weeks before voters will decide the issue. The tribes had spent a total of \$20.7 million by Feb. 19, the close of the last reporting period, while the opposition campaign spent \$3,783 by the same date." (*Las Vegas Review-Journal*, 2/28/00)

"An Illinois House committee, whose members have accepted more than \$73,000 in gambling-industry campaign contributions, overwhelmingly defeated a measure Wednesday that would have forced automatic teller machines off casinos." (*St. Louis Post-Dispatch*, 3/1/00)

"A notorious Chinatown gang has expanded its loansharking operation to legal card clubs in the Bay Area, particularly the Lucky Chances Casino in Colma, according to an FBI affidavit made public yesterday." (*San Francisco Chronicle*, 3/4/00)

"By the time former Placerville (Calif.) police officer Jerry Olson was arrested for bank robbery last month, he had hit 'rock bottom,' his father said. Battling drug addiction and crushed under gambling debt, the 39-year-old already had lost his job. FBI agents say he may have robbed 10 banks in Northern California and Nevada." (Associated Press, 3/8/00)

"Casino Rama, one of Canada's most lucrative gambling palaces, was supposed to be a financial saviour to Ontario's impoverished First Nations. For two members of the Rama Chippewa band that hosts the casino, it's meant something quite different: personal downfall, criminal records and a humiliating admission of guilt before their tight-knit community. The pair were quietly convicted recently of stealing more than \$100,000 from the Mnjikaning band to fuel out-of-control gambling habits." (*Ottawa Citizen*, 11/15/99)

"The number of gambling-related suicides in Quebec has more than doubled this year from last. According to reports provided by the Quebec coroner's office, 15 people, all men, have killed themselves so far this year because of their gambling problems. That's up from six in all of 1998, and two in 1994, when the provincial government first legalized casinos and video lottery terminals." ([Montreal] *Gazette*, 11/25/99)

"Gambling debts led former Hillsdale (Ill.) Fire Chief Bill Phillips to siphon more than \$150,000 out of the department's bank account, investigators have concluded. Phillips, 56, was found dead in his truck at a rural Hillsdale cemetery May 19, the victim of carbon monoxide poisoning." (Associated Press, 11/24/99)

"A former top Indiana Gaming Commission official has gone to work for a gambling company that won approval this week to buy the Empress Casinos in Hammond and Joliet, Ill. Floyd Hannon, who ran the commission's investigations division until June, is now a senior vice president for governmental relations and regulatory compliance for Horseshoe Gaming Inc.'s Mississippi and Louisiana properties....

"Anti-gambling activists suggested last week that Hannon's hiring indicated dirty dealing between gaming regulators and Horseshoe." (Associated Press, 12/2/99)

"Nearly five months have passed since the MGM Grand Detroit Casino opened its doors near the Salvation Army's Bagley Center, and

since then, the stream of penniless gamblers looking for a helping hand has been steady....

"As casinos, lotteries and other recreational gambling spread throughout Michigan, workers at social service agencies say the number of people reaching out for help is growing. Five years ago, metro Detroit had about six Gamblers Anonymous groups; today there are about 20, said Warren Biller, director of the Michigan Council on Problem Gambling." (*Detroit Free Press*, 12/7/99)

"The sentencing of a (Greensboro, N.C.) life insurance agent who cheated his clients out of at least \$1.6 million was postponed on Wednesday for the third time.... (Paul) Blackburn said he **embezzled** the money to feed a gambling addiction. He fantasized about gambling, fell asleep to dreams of gambling and could spend 26 hours playing craps in a casino without rest." ([Greensboro, N.C.] *News & Record*, 12/16/99)

"Households earning less than \$25,000 accounted for 35% of the California Lottery's ticket sales last year, its newly released review shows.... "The 32% of Californians with incomes below \$25,000 account for less than one in every five dollars earned by state residents, [David Rogosa, a statistician and associate professor at Stanford] said in a telephone interview. Based on that, their 35% share of lottery purchases 'is far, far greater than their proportion of (the) income,' Rogosa said." (*Sacramento Bee*, 12/15/99)

"Clay County (Mo.) judge Larry Harman on Monday sentenced an Overland Park (Kan.) woman to **15 years in prison for killing her husband** in a Northland church parking lot.

Bonnie Knapp, 50, spoke barely above a whisper Monday when she admitted stabbing 85-year-old Joseph Knapp in the parking lot of Avondale Baptist Church in Kansas City, North, on Aug. 22, 1997....

"Knapp was accused of **stabbing her husband more than 75 times** because he would not give her more gambling money. Prosecutors said the crime occurred after the couple and a friend left Harrah's North Kansas City Casino & Hotel about midnight." (*Kansas City Star*, 12/21/99)

"Authorities say they have linked a woman arrested in Bradenton (Fla.) to what might be the largest and most profitable **burglary ring** in the country. Barbara Dolinska is a member of a roving group of bandits who travel the country committing burglaries, Baton Rouge, La., police

Detective Jonny Dunham said Wednesday... "Dolinska and her cohorts like to gamble, authorities said. They committed many of the crimes in areas that either had riverboat gambling operations or other kinds of gaming, Dunham said." (*Sarasota [Fla.] Herald-Tribune*, 12/23/99)

"A Florida man who lost about \$50,000 while gambling [in Atlantic City] during the past two days died Tuesday after he **jumped seven floors from a Trump Plaza Hotel and Casino roof onto Columbia Place**, officials said." (Atlantic City Press, 8/18/99)

"A former Brown County (Wis.) deputy treasurer convicted of **embezzling** \$197,000 was sentenced Friday to 12 years in prison. Prosecutors contend Barbara Berger, 47, stole the money over three years to support a gambling habit." (Associated Press, 8/20/99)

"An addiction to riverboat gambling led Boone County's (Ky.) property valuation administrator to **plead guilty to a theft charge** Friday. David Turner admitted to authorities he used as much as \$45,000 in office funds to feed his habit." (*Cincinnati Enquirer*, 8/14/99)

"Four days after (Illinois) Gov. (George) Ryan signed gambling legislation, the **Empress River Casino deposited \$10,000 into the governor's campaign fund. On the same day of the Empress contribution, Hollywood Casino gave \$10,000 to a Senate Republican campaign fund controlled by Senate President James 'Pete' Philip (R-Wood Dale), who favored last spring's gambling deal.** In fact, more than 40% of the \$272,405 that gambling interests gave last spring to Ryan and members of the General Assembly came during May and June, a critical period when the measure passed the Legislature and the governor signed it." (*Chicago Sun-Times*, 8/11/99)

"Tribal leaders declared victory in July when the House defeated a measure that would have forced tribes opening casinos to continue to hammer out agreements with state governments first. Before the vote, 50 of the American Indian leaders met with top House Republicans—a landmark day that reflected the growing political clout of tribes bolstered by a newly vigorous self-determination movement and financial gains from casino gambling... **Since the 1991-92 campaign cycle, Indian tribes have shelled out more than \$3.3 million in soft-money**

contributions to the Republican and Democratic national committees.”
(*Detroit News*, 8/11/99)

“The number of Wisconsin communities holding Gamblers Anonymous meetings has mushroomed from six to 29 since 1992, the year Indian tribes began agreements with the state to open casinos, and half of today’s meetings are within 30 miles of a casino, an Associated Press review found. During a typical week, nearly 250 people attend Gamblers Anonymous meetings statewide seeking help with gambling problems, compared with about 100 in 1992 ...

“Eleven people who contacted the group in 1997 committed suicide because of gambling,” John W. said.” (*Chicago Tribune*, 8/2/99)

“In the first six months of 1999, Attorney General Bill Lockyer received at least \$32,500 in campaign contributions from California card clubs he licenses and regulates, according to campaign reports filed yesterday with the state.” (*San Francisco Chronicle*, 8/3/99)

“The gaming industry increased its financial contributions to federal candidates and political parties by about 400% from 1992 through 1998 ... The General Accounting Office, the investigative arm of Congress, found that total gaming donations rose from \$1.1 million in 1992 to \$5.7 million in 1998.” (*Las Vegas Review-Journal*, 7/28/99)

Tuesday in Ridgeland, a woman whose 10-day-old baby died in a sweltering car while she played video poker was given a **suspended sentence and five years' probation**.... “York County (S.C.) Sheriff Bruce Bryant... said many of the social problems brought on by video poker are not recorded in police reports. ‘Arguing over video poker is the reason for many domestic abuse cases,’ Bryant said. ‘We’ve had murders in York County because of video poker.’” (*The State* [Columbia, S.C.], 7/23/99)

“The conviction of [a Louisiana] ex-legislator imprisoned for a **bribery scheme to protect video poker was upheld Thursday by a federal appeals court**. Former state Sen. Larry Bankston was found guilty in June 1997 of taking \$1,500 from one-time video poker operator Fred Goodson.” (*Associated Press*, 7/22/99)

“Gambling problems led a former Columbus (Ohio) police officer to steal about \$20,000 in diamonds from a Northland Mall jewelry store where he was providing security.” (*Columbus Dispatch*, 7/17/99)

“A military judge ordered a compulsive gambler locked up for 60 days after she admitted she **wrote about \$14,000 in bad checks** to feed slot machines at Air Force clubs.... Testimony at her court-martial yesterday at Davis-Monthan Air Force Base showed that (Tech. Sgt. Gloria) Calhoun, a 17-year-veteran with a previously exemplary record, got hooked on slot machines last year at Osan Air Base in South Korea. (*Arizona Daily Star*, 7/15/99)

“Reno (Nev.) ministers said they have seen too many people who’ve lost rent money and more at slot machines, craps and blackjack tables. ‘My appointment schedule is full with **marriages that have been destroyed by gambling**,’ said the Rev. Joe Taylor of the South Reno Baptist Church in southwest Reno near Meadowood Mall. He said his church receives 10 to 20 calls a day from gamblers asking for bus tickets....

“The Rev. Carey Anderson, pastor of the Bethel AME Church in Sparks,... said he hears from abusive gamblers each week. ‘They’re calling us wanting money because they blew their rent on gambling,’ he said. ‘They can’t feed their children, and they can’t pay their rent. And they need food, and they can’t pay their power bills.... The pastor said his phone log for Tuesday was typical: It showed 13 gambling-related calls by 3 p.m.’” (*Reno Gazette-Journal*, 6/30/99)

“Some of Illinois’ prosecutors are lending credence to a nationwide study that concludes gambling increases crime.... **Prosecutors in Tazewell and Peoria counties, near one of the state’s oldest riverboats, have seen a definite rise in gambling-related crime....**

“Kevin W. Lyons, Peoria County state’s attorney, rattles off a list of cases where problem gamblers got in trouble. Just the other day, he said, his office won a conviction against a teacher who stole money to support a gambling habit. ‘I’ve convicted some lawyers and taken away their law licenses for stealing client money’ for gambling ...

“Stewart Umholtz, state’s attorney for Tazewell County, has been embezzlement, theft and burglary cases arising from problem gamblers. In fact, he asked state Rep. Michael K. Smith of Canton to sponsor a bill that would have provided state aid to prosecutors to help pay for increased caseloads resulting from gambling.” (*Copley News Service*, 6/28/99)

"Proponents of riverboat gambling and horse racing pumped \$1 million during the last two years into the campaign funds of (Illinois) legislators who voted for the sweeping legislative package that squeaked through the General Assembly last month, a new study shows. The money is more than 10 times the \$83,460 that pro-gambling interests gave to lawmakers who later voted against the gambling package." (Chicago Tribune, 6/14/99)

"A man arrested in the armed robbery of a (New Orleans) bar told deputies of his motive for the hold up: he wanted to recover the several hundred dollars he lost playing the lounge's video poker machines." (Las Vegas Sun, 6/14/99)

"New Jersey casino regulators have agreed to look further into payments totaling \$240,000 that a gaming company made to former Florida House Speaker Bo Johnson at a time when Florida was considering legalization of casinos." (Las Vegas Sun, 6/9/99)

"For Dune Lop Moy, an inveterate gambler, 10,000 was an unlucky number. That's how many dollars the 27-year-old restaurant worker from Allston owed a Chinatown bookie nicknamed 'Stinky Mouth.' Moy had gotten into his hole, and tried to dig out, by betting on football games through local bookies, playing blackjack at Foxwoods.

"But like other struggling workers in the Chinese community who had become addicted to gambling, Moy was tapped out. Two months ago, authorities found his beaten body folded and stuffed into a large green suitcase that had been tossed in the weeds in Weymouth.

"Now, as the investigation continues, sources familiar with the Chinatown underworld believe that Moy was marked for murder by Asian organized crime figures, or their mob associates, intent on sending a chilling message to their customers: Pay your debts or die..."

"In Chinatown, some community leaders say Moy's fate coincides with a surge in gambling excesses, one they link to ethnic targeting from the Connecticut casinos on top of the traditional action at neighborhood underground gaming parlors. (Boston Globe, 6/3/99)

"A former employee for the Chicago Transit Authority was sentenced to 12 months in prison Wednesday in federal court for embezzling more than

\$187,000 from the agency in less than 1 _ years. Sheila Short, 36, of Richton Park, admitted she blew the money gambling on the state lottery and riverboats." (Chicago Tribune, 5/20/99)

"A veteran employee of the Lehigh and Northampton (Penn.) Transportation Authority who said compulsive gambling led her to steal \$17,765 has been put on three years' probation. Margaret Hansen, who will be 65 next month, was fined \$2,000 and ordered to make restitution to the authority...." Authority lawyer Kent Herman and Executive Director Armand Greco said the restitution agreement was appropriate because Hansen was an exemplary employee for many years who fell victim to a gambling addiction in the latter part of her career."
([Allentown, Penn.] *The Morning Call*, 5/20/99)

"A 37-year-old Little Silver (N.J.) man who a judge said compulsively fleeced people was sentenced yesterday to seven years in state prison for stealing more than \$150,000 from several banks through a check-kiting scheme. Joshua Roslin ... told Superior Court Judge John A. Ricciardi that he suffers from a gambling problem." ([Neptune, NJ] *Asbury Park Press*, 5/15/99)

"The families of two politically connected lawyers who helped bring the Showboat Mardi Gras riverboat casino to East Chicago made more than \$20 million selling their interest in the riverboat after putting up essentially no money for the shares, a newspaper reports." (Associated Press, 5/11/99)

"Former DeSoto County Supervisor James D. 'Jake' Person pleaded guilty Friday to embezzling \$50,000 from the DeSoto Shrine Club and gambling the money away in casinos in Tunica County." ([Memphis] *Commercial Appeal*, 5/8/99)

"Before taking his life last November, Central Falls (R.I.) Police Chief Thomas Moffatt had misappropriated departmental funds and borrowed heavily from his officers to pay gambling debts, a state police investigation has concluded. Moffatt owed more than \$60,000 to his officers and possibly thousands more to several accounts within the department that were under his control, Col. Edmond Culhane, state police superintendent, said

yesterday....“Culhane declined to answer a question about a ... report that Moffatt owed \$40,000 to the Foxwoods and Mohegan Sun Casinos. ‘The message from the whole thing is the dangers of gambling, quite frankly,’ said Culhane. ‘Tom Moffatt was a truly honorable guy. He had a superb career as a state trooper. He was a great family man and a terrific policeman. This was his one weakness and it took him down.’” (*Providence Journal*, 5/2/99)

“Fueled by profitable casinos at a handful of reservations, **native-American leaders are planning to spend \$1 million to \$5 million** in the 2000 election to try to defeat Republican Sen. Slade Gorton, whom they regard as their primary political enemy in the United States.” (*Seattle Times*, 4/5/99)

“Problem gambler Scott A. Correia gave a lesson Thursday in how not to commit a **bank robbery**. Police say the 33-year-old Dartmouth (Mass.) man, who lives at 10 Sol-E-Mar Road, made several mistakes when he robbed \$1,300 from the Fall River Five Cents Savings Bank.

“He used his parents’ car and parked near the bank, didn’t switch license plates, dropped his baseball cap outside and abandoned the vehicle a short distance from the bank, according to police. Correia took the cash with him to the Foxwoods Resort and Casino, Ledyard, Conn., police said.” ([Fall River, Mass.] *Herald News*, 4/3/99)

“Though casinos can now be found throughout the country, the gambling industry continues to lavish campaign contributions on its original allies, lawmakers from New Jersey and Nevada.

“New Jersey’s two senators and the representative whose district includes Atlantic City are among the biggest beneficiaries of campaign cash from the industry, according to a report by the Center for Responsive Politics.

“From 1993 through 1998, Sen. Robert Torricelli, a **Democrat**, received **\$86,600 from political action committees and individuals in the gambling business**. That put him third among senators, behind only Nevada Sens. Harry Reid and Richard Bryan, also Democrats....

“Among House members, New Jersey Rep. Frank LoBiondo, R-Vineland, received \$64,750 from gambling interests in 1997 and 1998, ranking him third nationally behind Nevada Reps. Shelley Berkley, a

Democrat, and Jim Gibbons, a Republican. LoBiondo’s district includes Atlantic City.

“With Congress taking more of an interest in issues related to gambling, the \$50 billion-a-year gambling industry has increased its giving to lawmakers. The center reported that **the gambling industry donated more than \$6.2 million to federal candidates and parties in the 1997-98 election cycle, twice what it gave during the last midterm elections.**” (Associated Press, 4/6/99)

“After cleaning out her bank account, selling her possessions and **stealing from her employer** to support her video poker habit, Jann knew she had hit bottom. ‘I had used up all of my resources and abused the trust of everybody around me,’ she said. ‘You get very suicidal.’ (Associated Press, 3/29/99)

“Citing severe losses from a gambling addiction, a prominent Plaquemines Parish (La.) developer admits he **forged documents and tried to sell residential lots he no longer had clear title to**, his attorney said....but gambling losses to casinos in Louisiana and Mississippi pressured him to raise cash, (his attorney) said. Sercovich mortgaged as many as 46 Pleasant Ridge lots to raise money. Lots in the subdivision range from \$70,000 to \$127,000 ...

“George Ruppenicker, an attorney for Southern Title Inc., which conducted the title search on the lots, said its insurance carrier has paid out more than \$1 million in claims related to Pleasant Ridge and Sercovich.” ([New Orleans] *Times-Picayune*, 3/31/99)

“[Michael Belletire, administrator of the Illinois Gaming Board] is resigning effective April 15 and will become chief operating officer of Specialty Events, an affiliate of Sportsman’s Park horse racing track in Cicero. Charles Bidwill III, the president of Sportsman’s, is a part-owner of the Casino Queen riverboat in East St. Louis. Ed Duffy, the president of Specialty Events, is a consultant for Sportsman’s and the Casino Queen.

“Belletire and Gaming Board Chairman J. Thomas Johnson said the new job does not conflict with the board’s code of conduct, which **prohibits members or employees from working for or representing a riverboat licensee or applicant** within a year of leaving the board.” (Associated Press, 4/1/99)

“This is a tale of two counties. One is Hancock County, Ga., a rural spot northeast of Macon where most residents are black, half the adults never graduated from high school and more than a third of the children are poor. The other is Fayette County, a thriving Atlanta suburb where most residents are white, a fourth of adults have college degrees and less than 1% of families receive welfare.

“Hancock doesn’t outdo Fayette on much. But it does beat its well-heeled neighbor in state lottery sales. Hancock’s lottery sales in 1997 translated to \$554 for every county resident from age 18 to 64. The same figure in Fayette came to \$139....”

“A Birmingham News review of lottery sales in Georgia counties showed some trends. Generally, the lottery has weak sales in rich counties and strong sales in poor counties.” (*Birmingham News*, 3/23/99)

“A former federal paralegal [in Las Vegas] with a reported gambling habit **embezzled as much as \$1.5 million over 10 years** by betraying the trust of her colleagues, U.S. Attorney Kathryn Landreth said Tuesday.” (*Las Vegas Sun*, 3/17/99)

“Gambling interests gave more to (West Virginia) legislative candidates in 1998 than ever before, according to the latest figures from the People’s Election Reform Coalition.... ‘Gambling donations to members of the Legislature totaled \$63,125 in the 1996 elections,’ (according to the coalition). ‘Although the 1998 data is still being audited, PERC has already documented \$164,500 in gambling donations – an increase of more than 2.5 times.’” (*West Virginia Gazette*, 3/10/99)

“If Minnesotans have a reputation for generosity, this may be the reason: 50 of the state’s 87 counties are above the national average in their disposition toward charitable giving, according to a recent study. Only 16 counties are ranked below average.

“Generosity generally flourishes ... in counties with average to relatively low pulltab and lottery gambling. Counties with high per-capita gambling include all but three of those labeled least likely to give by the national study.” ([*Minneapolis Star Tribune*, 2/5/99])

“Florida officials say the Halloran saga shows how the tribe’s largely unregulated casinos are a powerful lure for organized crime.... ‘Tribes across the country consistently say there’s no proof of any organized crime infiltration,’ said (assistant Florida attorney general John)

Glogau. ‘But law enforcement people say that’s nonsense.’” (*St. Petersburg Times*, 2/19/99)

“[A]n Omaha woman [pled] guilty to charges that she took thousands of dollars from mentally-retarded adults under her care. **Police said the woman took \$21,000 from 14 mentally-retarded adults and used the money to play blackjack ‘at nearby casinos.’”** (*Omaha World-Herald*, 2/21/99)

“A former San Jose police officer sentenced yesterday to **14 years in prison for burglaries** will continue to receive \$27,000 a year in disability benefits for his gambling addiction. Johnny Venzon Jr., 48, had been accused of stealing from people on his own beat while in uniform. Venzon, who blamed his actions on a gambling addiction, often burglarized homes and then investigated the crimes.” (*San Francisco Chronicle*, 2/25/99)

“The former bookkeeper for a chain of Midas Muffler shops (in Wisconsin) **pleaded guilty Friday to stealing a little more than \$306,000** from the stores to pay off gambling debts incurred first at Potawatomi Bingo Casino and later in Las Vegas.” (*Milwaukee Journal Sentinel*, 2/14/99)

“A federal jury convicted a suburban (Chicago) mother Thursday of **insurance fraud** in the death of her infant daughter, rejecting defense claims the baby died of sudden infant death syndrome.... (Dina) Abdelhaq, an admitted gambling addict, had taken out a \$200,000 insurance policy on newborn daughter Tara 15 months after another infant daughter died of unexplained causes....

“Records from one riverboat casino showed the Abdelhaq had gambled there the day after the death of her first daughter, Lena, in 1994.... On public aid and denied credit at a riverboat casino after she bounced checks, Abdelhaq took out the \$200,000 life insurance policy on Tara.” (*Chicago Tribune*, 2/13/99)

“A ring of Gaston County residents has stolen more than half a million dollars from video poker machines across South Carolina over the past year by unlocking the machines with copies of master keys, police said Monday. Police say about two dozen thieves took turns emptying video poker machines while partners distracted clerks and communicated

across stores with an elaborate system of hand signals." (*Charlotte Observer*, 2/16/99)

"A former East Fork (Nev.) Justice Court clerk pleaded guilty to one count of **unlawful use of public funds** in the theft of more than \$17,000 from the court.... A gambling problem led to the embezzlement, according to court records." (*Las Vegas Sun*, 1/2/99)

"Son Tram never talked about her husband. How the beatings had gotten worse in recent months since her husband began gambling and frequenting bars. But relatives knew. They tried to persuade her to leave. The last plea came from her younger brother, who stayed with her in her Olney rowhouse for the last couple of months. He told her to come and live with him and his family in Florida. She refused. Last Friday, her husband kicked the brother out of the house. Saturday morning, she was dead. **Trung Hieu Tram, 32, had bludgeoned his 35-year-old wife in the back of the head with a hammer**

"Recently, [Vin Thach's] niece had been struggling to feed the kids, telling Thach she had no money. Trung Hieu had been spending the family money betting on football and going to casinos, and he was going into debt." (*Philadelphia Daily News*, 2/2/99)

"In a string of murders that shocked the rural (Louisiana) River Parishes, six wealthy, mostly elderly **residents were bludgeoned and stabbed to death** in their homes, their safes stolen and pockets emptied.... After six hours of denials in a stark white room in the courthouse, (Daniel) Blank broke down and wept, then confessed to a killing spree that went from October 1996 to July 1997, tapes and transcripts show....

"In only one brief statement does Blank even hint at his motivation for the brutality, although investigators said it is clear that he was in pursuit of cash to support almost daily trips to video poker halls and casinos. The chronic gambler's combined take from **seven break-ins was about \$101,120**, the records show, and he sometimes headed for casinos right after committing the crimes." ([New Orleans] *Times-Picayune*, 1/28/99)

"As Jim Hodges celebrated his startling victory on election night, a man stepped out of the raucous crowd to slap the Democratic governor-elect on the back and shout, 'Marvelous, governor!' The smiling man was Fred Collins, a multimillionaire and the biggest operator in South Carolina's

fast-growing \$2.3 billion-a-year video poker business....**Hodges and his allies spent at least \$6 million to boost his candidacy. About half of that money came from video poker operators.**" (*USA Today*, 1/7/99)

"The Mashantucket Pequots—who have given more than \$1 million to national political parties—now have a way to donate directly to candidates' campaigns. The Pequots, owners of the highly lucrative Foxwoods Resort Casino in Mashantucket, Conn., formed a political action committee, or PAC, last year, according to Federal Election Commission records." ([Hartford] *Courant*, 1/11/99)

"Nereida 'Nettie' Benitez saved for 30 years for her dream home. But now, her dream home is just a weed-filled hole in a lot next to her son-in-law's parents' house. **Her life savings are gone, gambled away by the builder, who stole her money....** Benitez hired (Thomas) James to build her house and gave him her life savings, \$65,000." (*Kansas City Star*, 1/14/99)

"After a night of drinking at a Kenner (La.) casino Saturday night, a **Ponchatoula man apparently shot himself to death in his car outside the gambling boat**, police said." ([New Orleans] *Times-Picayune*, 11/8/99)

"**One man was shot to death** and another critically injured following an argument outside the Mohegan Sun casino (Montville, Conn.), police said." (*Las Vegas Sun*, 11/8/99)

APPENDIX S

Results from Survey to Estimate the State's Capacity to Provide Services to Problem Gamblers



TASK FORCE TO STUDY THE IMPACT OF A MAINE-BASED CASINO

ASSESSMENT OF CAPACITY TO PROVIDE SERVICES TO INDIVIDUALS AND FAMILIES EXPERIENCING DIFFICULTIES AS A RESULT OF PROBLEM GAMBLING

Five hundred surveys were sent to Clinical Social Workers (L.C.S.W.) and Clinical Professional Counselors (L.C.P.C.) licensed in the State of Maine by the Department of Professional and Financial Regulation. Of those 500 surveys, 156 were returned – a response rate of 31 percent.

1. *Do you or does your agency currently treat individuals specifically for problem gambling issues? If no, please skip to Question 7.*

(1) no:	130 (83%)
(2) yes:	19 (12%)
(3) no answer:	7 (5%)

2. *If you answered yes to Question 1, what are the services that you provide?*

Individual therapy:	8	Couples therapy:	1
Psychotherapy:	5	Residential treatment:	1
Family therapy:	5	Group therapy:	1
Addiction:	3	Cognitive/behavior therapy:	1
Assess and refer:	3	Crisis hotline:	1

3. *What is the typical cost to the client for the services you provide?*

(a) n/a:	137
co-pay (\$10-30/session):	3
sliding scale (based on income):	3 (2 at \$10-150/session; 1 at \$50-65/session)
\$45-100/session:	10
\$1200/day:	1
none to client:	2

4. *How is the treatment that you offer typically funded – self-pay, insurance, combination of both? Please describe.*

(a) n/a:	137
(b) self-pay:	6
(c) insurance:	9
(d) combination:	8
(e) EAP/client's employer:	4

(continued)

5. *How many clients with problem gambling issues do you typically treat in a year?*

Of the 19 that responded "yes" to Question 1:

Fewer than 10 clients: **15 (79%)** – [with 12 (or 63 % of the 19) indicating 0-3 clients]

Don't know: **3 (16%)**

Varies: **1 (5%)**

6. *How long is the typical course of treatment for individuals with gambling problems?*

Of the 19 that responded "yes" to Question 1:

(a) 0 to 1 month:	0	varies:	2
(b) 1 to 6 months:	3	ongoing:	1
(c) 6 to 12 months:	4	3 sessions or less then refer:	1
(d) over 12 months:	0	12 to 60 sessions:	1
(f) don't know:	4	2 to 5 days:	1
(e) n/a:	1		

28-day residential + 26 to 52 wks outpatient (or 26 to 52 wks outpatient): **1**

7. *What additional resources, if any, might enhance your ability to treat individuals with problem gambling issues – or – if you don't currently treat such individuals, what additional resources would influence your decision to accept these individuals as clients?*

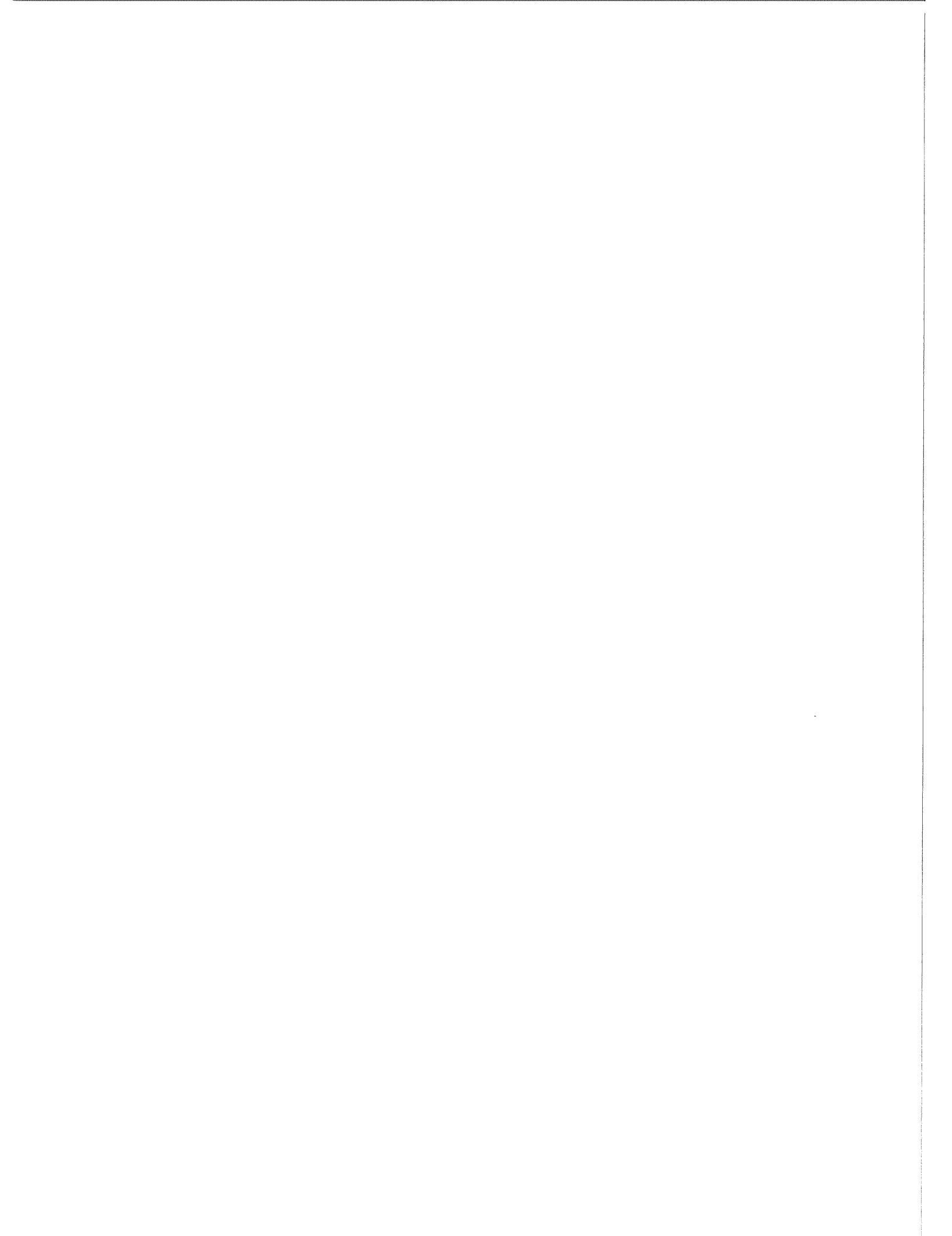
Of the 156 surveys, 22 did not answer and 134 indicated one or more of the following:

- a. Support groups such as Gamblers Anonymous: **103**
- b. Access to current research on gambling treatment: **85**
- c. Referrals to individuals or agencies that specifically treat gambling problems: **88**
- d. Other, please explain: **32**

Education/training:	16
Financial resources (to help client pay for services):	6
Population seeking treatment:	4
Increased resources for battered women/domestic violence:	2
Increased insurance coverage:	2
Inpatient gambling rehabilitation:	1
Credit/financial counseling:	1
Family support in addition to treatment for gamblers:	1
Crisis hotline:	1
On-site/casino counselors/help:	1

APPENDIX T

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