

University of Nevada, Las Vegas
Center for Gaming Research Update
February 2014

Upcoming Events

The Center for Gaming Research has three events in the next month. They are:

February 23, 4 PM

Author Event: Larry Gragg

Gragg will discuss his new book, *Bright Light City: Las Vegas in Popular Culture*, and in particular will share his insights on the relationship between Bugsy Siegel and Las Vegas.

[View invitation](#) (pdf)

February 25, 3 PM

Richard Williams Gaming Research Colloquium:

“Erle Stanley Gardner in Las Vegas”

March 2, 4 PM

Roundtable discussion: Jay Sarno: His Life and Legacy

Featuring Oscar Goodman, Burton Cohen, Mel Larson, and Sarno’s children, Jay, September, Freddie, and Heidi, this talk will see those who knew Sarno best discussing his life and legacy. An event not to be missed! CGR director David G. Schwartz, author of the new Sarno biography *Grandissimo: The First Emperor of Las Vegas*, will moderate.

[View invitation](#) (pdf)

All events take place in the Goldfield Room in Lied Library. For more information about these events, please visit <http://gaming.unlv.edu/about/events.html> or contact 702-895-2277.

Plenty of New and Updated Nevada Reports

With the release of the Nevada Gaming Abstract by the Nevada Gaming Control Board, we have been able to release several new reports, and to update others. The new reports are:

[Trends for Big Las Vegas Strip Casinos, 2007-2013](#)

The “Average Big Strip Casino” reports for their respective years give snapshots of how Las Vegas casinos earning over \$72 million a year in gaming revenue are performing. This report shows how revenues and expenses have tracked over time.

[Average Big Las Vegas Strip Casino, 2013](#)

A statistical summary of the average Las Vegas Strip casino with annual gaming revenues of

over \$72 million with both gaming and non-gaming revenues and information on employment, taxes, and expenses

[Average Small Las Vegas Strip Casino, 2013](#)

A statistical summary of the average Las Vegas Strip casino with annual gaming revenues between \$1 million and \$72 million with both gaming and non-gaming revenues and information on employment, taxes, and expenses

[Average Downtown Las Vegas Casino, 2013](#)

A statistical summary of the average Downtown Las Vegas casino (with annual gaming revenues of over \$1 million) with both gaming and non-gaming revenues and information on employment, taxes, and expenses

[Average Boulder Strip Casino, 2013](#)

A statistical summary of the average Boulder Strip casino (with annual gaming revenues of over \$1 million) with both gaming and non-gaming revenues and information on employment, taxes, and expenses

[Average Laughlin Casino, 2013](#)

A statistical summary of the average Laughlin casino (with annual gaming revenues of over \$1 million) with both gaming and non-gaming revenues and information on employment, taxes, and expenses

[Average Reno Casino, 2013](#)

A statistical summary of the average Reno/Sparks casino (with annual gaming revenues of over \$1 million) with both gaming and non-gaming revenues and information on employment, taxes, and expenses

Updated Reports:

[Nevada Casinos: Departmental Revenues, 1984-2013](#)

Breakdown of Nevada casino resort revenues generated by Gaming, Rooms, Food, Beverage, and Other Departments by fiscal year.

[Nevada Gaming: Assets, Liabilities and Expenses, 1984-2013](#)

Statewide Casinos' Revenue, Liabilities, Assets, and Selected Expenses

[Nevada Casino Credit, 1980-2013](#)

An Analysis of Bad Debt Write-offs by Reporting Area

Two Reports on Monthly Nevada Gaming Revenues

The Center released the [Nevada Gaming Statistics: December Comparison](#), which examines revenue trends for Statewide, Las Vegas Strip, Downtown Las Vegas, Boulder Strip, and Washoe County for the month of September for the past ten years.

In addition, the [Nevada Gaming Statistics: The Last Six Months](#) summary was updated with current information.

New report: Atlantic City December 2013 Summary

This is the latest in a series of monthly reports recapping the monthly statistical releases from the Division of Gaming Enforcement and providing a level of analysis not provided in the official release

[Atlantic City December 2013 Summary](#)

December 2013 and Calendar Year Revenue Results

Also, we updated two Atlantic City reports with 2013 data:

[Atlantic City Gaming Revenue](#)

Statistics for Casino, Slot, and Table Win, 1978-2013

[Atlantic City Historical Slot Machine Data](#)

Number of machines, win, hold percentage, and win per slot, from 1978 to 2013

Updated Reports: Monthly Casino Revenues

The following reports were updated last month:

[Ohio Casinos: Monthly Revenues](#)

Table and Slot Machine Operating Statistics

[Maryland Casinos: Monthly Revenues](#)

Gross Terminal Revenue, Number of Machines, and Win/Unit/Day

[Connecticut Tribal Casinos: Monthly Slot Data](#)

Monthly Handle, Win, Promotional and Other Totals

[Florida Racinos: Monthly Slot Revenues](#)

Units, Credits In, Promotional Credits, Net Revenues, and Other Metrics

[Detroit Casinos: Monthly Statistics](#)

Revenues, Year/Year Change, and Market Share by Casino

And an annual report got an update:

[Pennsylvania: Annual Casino Data](#)

Calendar and Fiscal Year Slot and Table Metrics by Location

William R. Eadington, 1946-2013

The gaming industry lost a major figure earlier this year when Bill Eadington, director of the Institute for the Study of Gaming and Commercial Gambling at the University of Nevada, Reno, passed away. UNLV Libraries has set up a fund to rename the program the William R. Eadington Gaming Fellows, ensuring

that “Eadington fellows” will be studying gambling and keeping his work alive for years to come. To contribute to the fund, please contact Libraries development director Tamara Michel Josserand at (702) 895-2239 or tamara.josserand@unlv.edu. To donate online, please [go to this page](#) and, in the scroll down menu, select “Eadington Fellows.”

Sharing Expertise with the Media

In January, Center Director David G. Schwartz spoke with approximately 27 print, online, radio, and television media contacts about a range of topics.

Getting in Touch

To learn more about the Center’s work, discuss how to get involved with supporting the Center, or simply share your comments, please contact director **David G. Schwartz**, 702 895 2242, or dgs@unlv.nevada.edu.

About the Center for Gaming Research

Located within Special Collections at UNLV’s state-of-the-art Lied Library, the Center for Gaming Research is committed to providing support for scholarly inquiry into all aspects of gaming. Through its website, <http://gaming.unlv.edu>, the Center offers several unique research tools and information sources.

About the University of Nevada, Las Vegas

UNLV is a doctoral-degree-granting institution of 28,000 students and 3,300 faculty and staff. Founded in 1957, the university offers more than 220 undergraduate, masters and doctoral degree programs. UNLV is located on a 332-acre campus in dynamic Southern Nevada and is classified in the category of Research Universities (high research activity) by the Carnegie Foundation for the Advancement of Teaching.