
CENTER FOR GAMING RESEARCH UPDATE | March 2015

New Occasional Paper: Catherine Borg, "Scouted"

Paper 31: February 2015

Catherine Borg. "[Scouted: An Inadvertent Archive from the Search for a Cinematic Vegas](#)"

ABSTRACT: This paper explores how Las Vegas casino developers have competed with architectural design. Throughout history, they emphasized different elements of the casino complex. This paper will examine three of the most heated wars that occurred between casinos over such elements: the swimming pool wars of the 1950s, the sign wars of the 1960s, and the porte cochère wars of the 1970s. This paper argues how, in the face of competition, each of these elements evolved into truly unique forms that differed greatly from other places. In its relentless pursuit to attract visitors, Las Vegas lay on the forefront of architectural experimentation.

View the paper [here](#) (pdf)

Updated Nevada Casino Reports

Now with data through fiscal 2014:

[Nevada Gaming: Assets, Liabilities and Expenses, 1984-2014](#)

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

[Nevada Casino Credit, 1980-2014](#) An Analysis of Bad Debt Write-offs by Reporting Area

[Nevada Gaming Revenues, 1984-2014](#)

Calendar Year Revenues for Selected Reporting Areas: Statewide, Las Vegas Strip, Downtown Las Vegas, Boulder Strip, and Washoe County

[Nevada Gaming Revenue: Long-Term Trends \(2000-2014\)](#)

Analysis of the total number of positions, slots, and table games for Nevada casinos from 2000 to the present. Charts include totals for total game categories and breakdowns for blackjack, baccarat, craps, sports books, and poker.

[Nevada's Gaming Footprint, 1963-2014](#)

A breakdown of total licenses and numbers of games, tables, and slots from 1963 to the present--restricted and non-restricted locations.

[Clark County Gaming Footprint, 1963-2014](#)

A breakdown of total licenses and numbers of games, tables, and slots from 1963 to the present--restricted and non-restricted locations.

[Washoe County Gaming Footprint, 1963-2014](#)

A breakdown of total licenses and numbers of games, tables, and slots from 1963 to the present--restricted and non-restricted locations.

Updated: Nevada Sports Betting Totals, 1984-2014

Now with data through December 2014, and a new section on drop per sport:

[Nevada Sports Betting Totals: 1984-2014](#)

Win, Drop, and Win Percentages for All Nevada Locations

Updated: 4 Nevada Casino Employment reports

Now updated with fiscal 2014 data, courtesy of student assistant John Nguyen:

[Nevada Statewide Casino Employment](#)

Productivity, Revenues, and Payroll: A Statistical Study, 1990-2014

[Las Vegas Strip Casino Employment](#)

Productivity, Revenues, and Payroll: A Statistical Study, 1990-2014

[Boulder Strip Casino Employment](#)

Productivity, Revenues, and Payroll: A Statistical Study, 1990-2014

[Reno/Sparks Casino Employment](#)

Productivity, Revenues, and Payroll: A Statistical Study, 1990-2014

Updated: Macau Gaming Summary

Now updated with data through December 2014, this is a statistical look at gambling in Macau. Includes casino gaming, lottery, racing, and sports betting:

[Macau Gaming Summary](#)

Five Reports on Monthly Nevada Gaming Revenues

The Center released the [Nevada Gaming Statistics: September 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 and the following reports were updated:

[Nevada Table Games: Historical Hold Percentage Variations](#)

Annual hold percentage averages, with monthly maximum and minimums, 2004-15

[Nevada Slot Machines: Historical Hold Percentage Variations](#)

Annual and Monthly Hold Percentages, 2004-2015

[Nevada Poker, 2004-2015](#)

An Analysis of Monthly Statewide Results

New report: Atlantic City January 2015 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 January 2015 Summary](#)

January 2015 and Year-to-Date Revenue Results

Updated Reports: Monthly Casino Revenues

The following reports were updated last month:

[United States Commercial Casino Gaming: Monthly Revenues](#)

Monthly combined win totals for (nearly) every U.S. commercial casino and racino jurisdiction

[United States Online Gaming](#)

Monthly statewide and national revenue data for online gaming

[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

[Pennsylvania Casino & Racinos](#)

Slot, Table, and Total Revenues by Month, 2012-present

William R. Eadington, 1946-2013

The gaming industry lost a major figure last 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 31 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.