

University of Nevada, Las Vegas
Center for Gaming Research Update
April 2013

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. We at the Center for Gaming Research are saddened by his passing for both personal and professional reasons: he was a friend and mentor to thousands of people in gaming and academia.

Before Bill's passing, we were working with him to endow and rename our existing fellowship program in his honor. 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."

Fellows in Residence

During March, Diana Tracy Cohen (Central Connecticut State University) conducted her residency, delivering a Colloquium talk on her research into how Las Vegas casinos have advertised to families. Three additional fellows are scheduled to have residencies this academic year.

Two Reports on Monthly Nevada Gaming Revenues

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

Updated reports for 2012

The Center is updating its long-range reports with new 2012 year-end data. Here are the reports that were updated in March:

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

Annual hold percentage averages, with monthly maximum and minimums, 1992-2011

[Nevada's Gaming Footprint, 1963-2012](#)

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

[Las Vegas Strip Table Mix](#)

The Evolution of Casino Games, 1985-2012

[Nevada Casinos: Departmental Revenues, 1984-2012](#)

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

[Nevada Gaming: Assets, Liabilities and Expenses, 1984-2012](#)

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

[Nevada Statewide Casino Employment](#)

Productivity, Revenues, and Payroll: A Statistical Study, 1990-2012

[Las Vegas Strip Casino Employment](#)

Productivity, Revenues, and Payroll: A Statistical Study, 1990-2012

[Boulder Strip Casino Employment](#)

Productivity, Revenues, and Payroll: A Statistical Study, 1990-2012

[Nevada Sports Betting Totals: 1984-2012](#)

Win, Drop, and Win Percentages for All Nevada Locations

[Nevada Poker, 2004-2012](#)

An Analysis of Monthly Statewide Results

[Nevada Poker: The Evolution](#)

Statewide totals, 1992-2012, for card rooms, tables, and revenues

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

Annual hold percentage averages, with monthly maximum and minimums

[Evolution of Nevada Baccarat, 1992-2012](#)

A summary of the number of casinos that offer the game, the number of tables, and the annual baccarat win, in the context of the total tables and gaming win.

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

Annual and Monthly Hold Percentages, 2004-2012

New report: Atlantic City February 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 February 2013 Summary](#)

February 2013 and Year to Date Revenue Results

Updated Reports: Monthly Casino Revenues

The following reports were updated in February:

[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

Sharing Expertise with the Media

In March, Center Director David G. Schwartz spoke with approximately 30 print, online, radio, and television media contacts about topics ranging from gaming revenues to new jurisdictions.

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.