
CENTER FOR GAMING RESEARCH UPDATE | June 2015

New Project: Pit Boss Oral Histories

The Center is proud to announce that it has begun an ambitious new project that will document one of the key positions in gaming, the pit boss. A 10-week oral history program will capture interviews with current and former pit bosses, shedding light on the ins and outs of this role.

This week, the Center passed the 10-interview milestone. We are still looking for interviewees. If you are or know of a current or former pit boss who would like to be interviewed for this project, please contact Center Director David G. Schwartz, 702-895-2242 or dgs@unlv.nevada.edu.

New Paper: John Hunt, "Betting on the Papal Election in Sixteenth-Century Rome"

The latest [Occasional Paper](#), by [Eadington Fellow](#) John Hunt, has been posted:

Paper 32: May 2015

John Hunt. "[Betting on the Papal Election in Sixteenth-Century Rome](#)"

ABSTRACT: Wagering on the papal election was a popular pastime among all levels of society in sixteenth-century Rome. Brokers and their clients kept well-informed of the election taking place within the closed doors of the conclave. Consequently, wagering on the election proved to be a source of disruption since-intentionally or not-it begat rumors of a pope's election and spurred brokers to use illicit means of discovering the secrets of the conclave. The papacy thus initiated a campaign against the practice during the last twenty-five years of the sixteenth century. This campaign, partially inspired by the Counter-Reformation's impulse to reform popular mores, proved successful as wagering on papal elections disappeared after 1592.

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

UNLV Gaming Podcast 68: Celeste Chamberland

The latest podcast has been posted:

[68-May 14, 2015](#)

Celeste Chamberland

"An Enchanting Witchcraft: Masculinity, Melancholy, and the Pathology of Gaming in Early Modern London."

In this May 14, 2015 Gaming Research Colloquium talk, Chamberland, the May 2015 Eadington Fellow, discusses the earliest medical definitions of addictive gambling in Stuart London, with references to the many historic texts of UNLV Special Collections.

[Listen to the audio file](#) (mp3)

[View the flyer](#) (pdf)

Five Reports on Monthly Nevada Gaming Revenues

The Center released the [Nevada Gaming Statistics: April Comparison](#), which examines revenue trends for Statewide, Las Vegas Strip, Downtown Las Vegas, Boulder Strip, and Washoe County for the month of March 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 April 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 April 2015 Summary](#)

April 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

[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 May, Center Director David G. Schwartz spoke with approximately 21 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.