

FACT SHEET • Public Opinion

Voter Attitudes on Allowing Electronic Gaming Machines in Non-Tribal Locations

Source: Statewide Voter Opinion Study by Elway Research, February 18-20, 2011. 600 sample; +/- 4% at the 95 % confidence interval.

Key Findings:

- Voters favored at least some new revenue sources to balance the budget by 63%.
- 86% found gambling acceptable in general. 14% deemed it unacceptable. Those who found gambling unacceptable were less likely to be persuaded by any consideration.
- Initially, voters were split 45-42% on whether forms of gambling now allowed only in tribal casinos should be allowed in non-tribal locations. Resistance centered around opposition to gambling in general and concerns about the types of venues to which electronic gaming might be extended.
- Given a number of considerations, by the end of the survey voters favored allowing electronic gaming machines in non-tribal mini-casinos by 62%. Those who said gambling was acceptable moved from 59% favorable to 74% favorable.
- 57% said that tribal casinos should NOT have a monopoly on electronic gaming machines.
- 60% were more likely to favor allowing electronic gaming in non-tribal locations when told that tribal casinos pay no direct taxes to state and local government.
- Limiting the types and number of locations was considered more important (68%) than the number of machines at any one location (54%) or the total number of non-tribal machines (52%).
- Limiting the footprint of non-tribal electronic gaming to established mini-casinos/card rooms was favored by 69%. Locations where gaming is already established were somewhat more acceptable overall than bars and taverns or bar areas of restaurants.
- Revenue and Economic considerations led to increased favorability for non-tribal electronic gaming. 64% were more likely to favor the proposal when told it would generate \$190 million per in state and local revenues.
- Voters were also more likely to favor (56%) the proposal knowing that mini-casinos have been operating in the state since 1997, and that they contribute to state and local economies through taxes, jobs, purchases of goods and services, and civic contributions
- 33% felt that proliferation of gambling is an important concern. Another 19% felt it is somewhat of a concern. 16% felt it was not much of a concern, and 32% said it was of no concern at all.

Demographics:

- Younger voters (55%) were more supportive of the electronic gaming proposal.
- Democrats (69%) and Independents (62%) were more supportive than Republicans (52%)
- Regional Variations in support were not statistically significant. Each region was between 62-64%, except North Sound, which was lowest at 52%