

Index

- agon* 18–21, 110
alcohol 77, 85–6, 98
alea 19–21, 110
American Gaming Association (AGA)
 14, 91–2, 113
Anti-gambling stance 83, 90, 91–4, 108,
 112, 114
ARIMA modeling 72–4,
Arizona 104–106
AT&T 88
Atlantic City 9–13, 34, 38–40, 70, 115
- Big Game, The 59
British Government 82
Buckley, Christopher 77
- California Supreme Court 32
California 53, 56, 59, 116, 118
Carper, Governor Thomas 112
casino gambling, activity in US
 consolidation of industry 40, 48
 economics and politics 110–113
 electronic gaming devices 33, 39
 fifth wave 9–13
 future trends 113–116
 Indian gaming 31–3
 internet gaming 34, 121
 policy recommendations 117–121
 riverboat 30–31
 spread of 29, 94
cigarette smoking 98, 108–109
Circus Circus Enterprises, Inc. 45
Civil War 4
Connecticut 3, 31
- daily number game 52–3, 55–6, 59
Davis Compact 32
Delaware Park 67–8, 70–71
Delaware 62, 67–8
District of Columbia 4, 55–6, 59
Dover Downs 68–9
- El Gordo 119
electronic gaming devices *see* casino
 gambling, electronic gaming
 devices
ethics of gaming 21–3
ethics
 of sacrifice 21–2, 122
 of tolerance 22–3, 48, 61, 113
- Foxwoods 10–11, 31
- gambling addiction 90–97
gambling fairness 90–97
games *see* lotteries, description of
 games
gaming
 characteristics 14–17
 tolerance 21–3
 types 18–21
Gazel and Rickman 92
Georgia 111
Great Depression 5
Greenpeace 82
Grey, Tom 83, 108
G–Tech 8
- Harrah’s Entertainment, Inc. 44–5
Harrington 68–9
Harrison, President Benjamin 5
Harvard College 3–4
horse racing 61–72
- IBM 80
Indian Gaming Regulatory Act (IGRA)
 11, 31
Indian gaming 11, 31–3, 93, 95, 111,
 116, 118
Indiana 62–3
instant game 49, 53–4, 57–9, 111
Intel 79–80
Interactive Gaming Council (IGC) 14

- jackpot fatigue 9
- Kennedy, President John F. 21
- keno 7
- Kentucky Derby 63
- Kentucky 5, 62–3
- Las Vegas 9–13, 34–40, 115
- lotteries
 - activity in US, first wave 3–4
 - activity in US, fourth wave 6–9
 - activity in US, second wave 4–5
 - activity in US, third wave 5–6
 - description of games 7
 - diversification 49
 - purpose of 49
 - strategy 49–52
 - use of proceeds 8
- lottery commissioner 48–9
- lottery sales 50–51
- lotto games 53, 56, 59
- Louisiana lottery 4–5
- Maryland 5, 66–7
- Massachusetts 11, 119
 - instant games in 57–9
- McGrath, J. Brian 62
- Mega-resort 34–40
- MGM Grand 35, 42
- minimum age 117–118
- Minnesota 100–102
- Mirage Resorts 35, 40–41
- Mississippi 120
- National Coalition Against Legalized Gambling (NCALG) 83, 90
- Nevada 6
- New Hampshire 6
- New Jersey 29, 67
- New Mexico 104–105, 107
- New York 53
- Non-gaming revenue 35
- off track betting 7, 62
- pari-mutuel* 5–6, 61–72, 67, 92, 94, 111–112, 117, 119
- Park Place Entertainment 42–4
- Pennsylvania 67, 70
- PETA 89
- Porter model of competitive dynamics 78–80
- Powerball 59, 100, 102–103
- product life cycle 54–8, 100
- Prohibition 21–2
- Quakers 22
- Rhode Island 22
- riverboat gaming 10–11, 30–31, 62–3, 66
- S & P model (Model of Social and Political Industry Analysis)
 - arena 84
 - audience 87–8
 - barriers to entry and exit 89–90
 - industry rivalry 86–97
 - influence 84–5
 - issues 82–4
 - stakeholders 85–6
 - substitute issues 85
- Scientific Games 8
- Serpent, The *see* Louisiana lottery
- Shell Oil 82
- Simon, Senator Paul 94
- slot machines 65, 66, 68–71, 111, 122
- South Carolina 33
- Sports Spectrum 65
- strategy, 48–54
 - definition 48–9
 - “niches” 49–54
- Supreme Court 120
- sweepstake ticket 60
- Texas 111
- Thoroughbred Racing Association 62
- tobacco 77, 98, 112, 114
- Trump Hotels and Casinos, Inc. 45–6
- Turfway Park 64–5, 71
- Walker and Barnett 92
- warning labels
 - forms of 98–9
 - economic effect of 99–107
- Williams, Roger 22
- Wisconsin 100, 102–104
- Wolfe, Congressman Frank 94
- Wynn, Steve 40–41
- Yale University 3–4