Charity Casino Impact Study

Report Of The Pre-Opening Period In Algoma District

Prepared for:
Ontario Substance Abuse Bureau
Ministry of Health and Long-Term Care
January 21 2000

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This document was prepared in partial fulfillment of a contract between the Ontario Ministry of Health and Long-Term Care and Robert Hann & Associates Limited - and was based in large part on a telephone survey administered with the assistance of Consumer Contact Limited. Any views in the report are those of the authors and not necessarily those of the Ministry.

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Part 1: Introduction: Charity Casinos and the Charity Casino Impact Study

In the spring of 1998, the Government of Ontario announced plans to create four new "charity casinos" in selected locations across the province where a community referendum had supported this initiative: Sault Ste. Marie, Brantford, Point Edward and Thunder Bay. Smaller than the existing "commercial casinos" at Windsor and Niagara Falls, and with a lower maximum number of table games and slot machines, the charity casinos were designed to replace the roving "Monte Carlo" casinos which had operated in various locations throughout the province and raised funds for participating charitable organizations.

The Charity Casino Impact Study is designed to monitor the social and economic effects of introducing these four new charity casinos. (In addition, the Study will examine the effects of the introduction of 450 slot machines into Hiawatha Horse Park in Sarnia, which is adjacent to the Point Edward site, since it was recognized that it would be impossible to separate the effects of the Point Edward casino from those of the Hiawatha expansion.) This Study, funded by the provincial Ministry of Health Substance Abuse Bureau, will track data on a wide range of socio-economic conditions in the four communities, obtain opinion and impressions from a wide range of community members, and facilitate community discussions of the opportunities and challenges created by the new charity casinos. The basic design of the Study is a comparison over time of the trends in social and economic factors in the communities before and after the arrival of the new gaming opportunities embodied in the new charity casinos (and slot machines at Hiawatha Horse Park).[1] The Study draws on both existing data on social and economic factors, and new information created specifically for the research.

This report is the first in a series of reports due to come out of the Charity Casino Impact Study. It is divided into three parts:

Part One- this Introduction

Part Two – Survey Results

In the weeks prior to the opening of the casino, the researchers engaged a professional survey firm, Consumer Contact, to administer a questionnaire to over 1000 residents in

1. As of this writing, only the charity casinos in Sault Ste. Marie and Brantford, and the slot machines at Hiawatha Horse Park have been opened. For the sake of simplicity, the text of this Report will normally refer only to the new charity casinos, although in Point Edward/Sarnia, it is to be understood that this includes the slot machines at Hiawatha Horse Park.

Algoma District. The survey asks about perceptions of the community prior to the charity casino, expectations regarding the impact of the charity casino, and gambling habits. About two years following the administration of this survey in each community, a second survey will occur, which will allow the researchers to compare perceptions and reported gambling patterns to those prior to the charity casino arrival.

Part Three – Socio-Economic Indicators

Part Three presents summary data on a series of socio-economic indicators in the community during the “Pre-Opening Period” – before the charity casino opened. It is intended to reflect the patterns observed in certain social and economic factors before the arrival of these new “gaming opportunities”. These patterns, occurring in the five years prior to the charity casino opening, will later be contrasted to patterns observed in the years following each opening.

In so doing, this report permits community members and government officials at all levels to have a record of reported perception and gambling behaviour, as well as the available information about the social and economic well-being of the community during the five years prior to the opening of the new gaming opportunities. Such information not only establishes a basis for later comparisons with the “post-opening” patterns, but also allows all concerned to consider what further information should be made available in the years to come, and to begin a process for deciding how to use that information, now and in the future.

Part 2: Survey Results

Chapter 1: Survey Objectives and Design

1.1 Objectives of the Survey

The Survey which is the subject of this Report is one example of a new data base created for the purpose of the Study. The Survey has two principal objectives:

- to measure changes in the prevalence of problem and pathological gamblers in the population of each community, before and after the introduction of charity casinos; and

- to assess residents' perceptions of economic and social conditions in their communities and measure the expectations which residents have concerning the impact which the new gaming opportunities will have on those conditions; and later, to assess any changes in those perceptions which may have occurred after the charity casino/racetrack slot machines have been in place for some time.

The Pre-Opening Survey for the Charity Casino Impact Study has been completed in three out of four of the pilot communities (Brant County, Lambton County and Algoma District). The intention is to complete the Pre-Opening Survey in the remaining community (Thunder Bay) shortly before the actual opening of the new charity casino, currently projected for the late spring or early summer of 2000. About two years following the opening of the new charity casinos in each community, the Survey will be re-administered in order to assess changes in perceptions and opinions. (No decision has as yet been made as to the precise interval which will occur between the two surveys.)

In addition, the Survey will track any changes in peripheral health issues, including smoking, alcohol consumption and exercise patterns, and will assess changes in residents' perceptions of the relative frequency and seriousness of various types of addictive behaviours, including pathological gambling.

1.2 Design of the Survey

The Survey is divided into four parts. The final wording of the Survey instrument was arrived at through discussions with interested members of the communities and provincial government officials.

Part One asks at least[2] 250 adults (i.e., persons 18 years of age or older) in each community about their perceptions of their community and their expectations about how the new charity casinos will affect these and other conditions.

Part Two asks at least 1041 adults in each community about their gambling behaviour in the past twelve months. Respondents who answered the questions in Part One were eligible to go on to answer the questions in the subsequent Parts of the Survey. The questions contained in Part Two are derived from the South Oaks Gambling Screen (SOGS), an instrument widely used for assessing the prevalence of problem and probable pathological gamblers. The sample size of 1041 was derived using the formula for inverse sampling for a rare event; that is to say, since previous research suggests that the percentage of problem and pathological gamblers in the general population is relatively small, it is important to interview a sufficiently large number of people in order to be confident of obtaining a sound estimate of the actual number in each community.

Part Three asks at least 1041 residents in each community questions about certain health-related aspects of their lifestyle, such as smoking and exercise. These questions were worded to correspond with selected questions on the Ontario Health Survey (Ontario, Ministry of Health, 1990, 1995), an instrument administered every five years across Ontario. Their purpose is two-fold: to answer questions about any association between these lifestyle habits and gambling habits; and to assess any changes which may occur in the overall patterns of these health-related factors in the population over time.

Part Four asks all respondents to answer certain questions about themselves, such as their age, income, and educational level. The average interview length for all Parts of the Survey was 20 minutes. For those who answered only Parts Two through Four, the average interview length was 10 minutes.

1.3 The Survey Method

2. In some cases, more than 250 responses to Part One were collected. This is a result of the use of multiple interviewers, who are instructed to continue interviewing until at least 250 responses in total are collected; occasionally, a few more interviews have been completed before it is apparent that the 250 total has been reached.

The Survey was administered by telephone by interviewers under the supervision of Consumer Contact, a professional survey research firm based in Toronto. The dates of administration were chosen in order to have the interviews take place a few weeks before the expected opening date of each charity casino (or, in the case of Lambton County, the slot machines at Hiawatha Horse Park). In Algoma District, interviews took place from April 15-27, 1999.

Respondents were obtained via random digit dialing in each community. In order to avoid any biasing of the sample from the household members most likely to answer the telephone, interviewers asked to speak to the adult member of the household who had had the most recent birthday. If that person was not available, interviewers called him or her back later, up to a maximum of five times, until an interview could be conducted.

The rate at which households and individual respondents decline to participate in a survey is of interest in surveys of this type. In the current Survey, among the households answering, 33% refused to participate. A further 20% refusals were given by the individual with the next birthday, once s/he had gotten on the line. Once the interview had begun, another 2% of individuals broke off the interview before completion. This yields a final refusal rate of 55% for all three community surveys combined. The rate varied somewhat by community: 53% in Algoma, 57% in Lambton County, and 56% in Brant. This refusal rate may be compared to rates for similar surveys which have been reported as low as 24% (Iowa) and as high as 75% (British Columbia); a recent Alberta study had a 50% refusal rate.

Responses were weighted for age and gender to ensure that the results would parallel the patterns in the overall population at the last census.

Chapter 2: Summary of Results for Algoma District

The general thrust of responses in Algoma District could be summarized as follows:

- Respondents show **wide variance in their expectations** regarding the impact of the new gaming opportunities on their community. While 55% think there will be “no real change” in the quality of their community “as a place to live”, 22% think the new charity casino will make the community “a worse place to live” and 18% think the result will be “a better place to live”; 5% didn’t know or rated the impact as neutral.

- More respondents think the overall economic impact on the economic well-being of the community will be positive (34%) than believe it will be negative (24%); 42% didn't know or rated it neutral.

- Slightly more respondents think the overall impact on individual and social well-being will be negative (28%) than believe it will be positive (22%); 50% didn't know or rated it neutral.

- In general**, expectations regarding the impact of new gaming opportunities are high.**
  - Those who think there will be an impact on various discrete economic factors have high positive expectations, especially concerning the impact on jobs, tourism, the creation of new business, and the available funds for municipal services..
  - Those who think there will be an impact on various discrete social conditions have relatively high negative expectations, especially concerning the impact on family life and the prevalence of problem gamblers.

- Gambling is a common practice in Algoma District. Two-thirds of the population have bought fixed-date lottery tickets in the past year, and over half have bought instant-win tickets. A third have visited a casino.

- Most people spent less than ten dollars on gambling in the month prior to the survey. Three out of ten spent between $10 and $49. Nine percent spent $100 or more.

- 96% of Algoma District respondents did not score as "problem" or "probable pathological" gamblers on the South Oaks Gambling Screen. However, 2.7% scored as a problem gambler and 1.3% scored as a pathological gambler.

- 64% of Algoma District respondents were aware that there are nearby services available for treatment and education about problem gambling.

Chapter 3:Characteristics of the Algoma Sample

3.1 About Algoma District

Algoma District lies in Northeastern Ontario. It encompasses the major cities of Sault Ste. Marie, the site of the new charity casino, and Elliott Lake, as well as other municipalities spreading over a large area to the north (almost to the 50th parallel) and east of Sault Ste. Marie. The total population of Algoma District was 125,455 at the last census, and the Sault Ste. Marie Census Agglomeration (CA) contained 80,054 people at the last census.

Sault Ste. Marie sits on the St. Mary's River, at the convergence of Lake Superior and the North Channel to Georgian Bay and Lake Huron. Across the international bridge from Sault Ste. Marie is the American state of Michigan; on the U.S. side, the Keewatin Casino is within a 20-minute drive from the bridge, and seven other casinos are within a two-hour drive. About 35,000 trucks and 300,000 passenger vehicles pass across the bridge from the U.S. into Canada each year. The steel, forestry and waterway trade industries have traditionally been at the core of development in Sault Ste. Marie.

3.2 The Survey Sample

The telephone survey was administered in Algoma from April 15- 27, 1999. A total of 251 residents were asked about their perceptions and expectations regarding the impacts which the new charity casino would have on their community. A total of 1050 residents were asked about their gambling habits in the previous year.

Home Community. A majority (71%) of the 1050 respondents lived in Sault Ste. Marie or listed it as the closest city, town or village to their home. This does not include the nine First Nations members who live on a nearby reserve (Rankin or Garden River) or are members of the Missenabee Cree, based in the Sault but without a reserve.

Gender, Age and Marital Status. Interviewers coded the **gender** of the respondents: 61% were women and 39% were men, (responses have been weighted to match the actual proportions of the sexes in the population). The same type of weighting has been done to more closely match the actual breakdown of the population, since the sample contains fewer people over 65 and more people between 35 and 64 than in the general population. 60% of respondents were **married** or living common-law; 20% had never been married; 10% were divorced or separated; and 10% were widowed.

Education. Respondents were asked about the **highest educational level** which they had attained. 5% had never gone beyond public school; 16% had some high school without graduating; 30% had graduated high school and gone no further; 12% had some university, CEGEP or community college experience; 30% had completed university, CEGEP or community college; and 6% had some post-graduate work or other specialized training.

Income. Respondents were also asked to state their **total family income**. Almost a fifth (18%) refused to answer. Among those who did answer, the median family income was in a range from $30,000 to $39,999. Some 19% stated their family income was less than $20,000 and 7% stated it was $80,000 or more.

Employment Status. Respondents were asked about their employment status. 41% were employed full-time and 15% employed part-time; 44% were not working at all (one in ten of these stated they were neither retired, nor in school, nor acting as a homemaker). Those who stated they were working full- or part-time were asked their occupation. The largest category was in skilled labour (27%); next largest was in unskilled labour (19%); 14% were professionals (doctors, lawyers, teachers, etc.); another 12% were owners of businesses, managers or executives; 17% worked in clerical or office positions; and 6% were in sales.

Those who were not working outside the home or were working only part-time were asked about their role when not working. 44% of these were retired; 25% were homemakers; 15% were students; and 17% fell into other miscellaneous roles outside the workplace.

Ethnic or Cultural Background. Respondents were also asked about their "ethnic or cultural background". Canadians are well-known for being reluctant to respond to such questions in a telephone survey, and our sample was no exception. Two-fifths (41%) said they were "Canadian" and 11% refused to give any answer. The remaining responses were thinly distributed over a wide number of categories, and it is apparent that no real value can be obtained from further analysis of these responses.

Chapter 4:Current Perceptions in the Community

The Survey provides an interesting snapshot of people's current perceptions of the economic health of their community. Respondents were asked to indicate "how you think your community compares to other Ontario communities of a similar size", rating their community on a five-point scale from "among the best"(rating of 5) to "among the worst" (rating of 1). Eleven factors were ranked in this way, including six economic factors: availability of jobs, standard of living, the funds available to municipal government to provide an adequate level of services, the economic well-being of non-tourism businesses, the economic well-being of tourism businesses, and the creation of new investment or businesses. In addition, five social factors were ranked in the same way: the number of people who have trouble controlling their gambling, the quality of family life and the amount of time families spend together, people's sense of pride in their community, how much charities do for the well-being of their community, the creation of new investment or businesses, and moral values.

Respondents' rankings of their community on these six economic and five social factors are displayed in Figure 1. Although in the actual interview, economic and social factors were "randomized" (read in a different order from one interview to the next, as determined by a computer program), for the sake of this analysis, the results in this report are presented according to economic factors first, and then social ones.

4.1 Perceptions about Economic Conditions

It is apparent that **Algoma District residents are very concerned about current economic conditions in their area.** For example:

- almost eight out of ten (77%) rate their community as "among the worst" or next to the worst among Ontario communities of a similar size in terms of the "availability of jobs" (1 or 2 on a 5-point scale) – an accurate perception (Algoma's unemployment rate was 13.4% at the last Census);

- half (50%) also rate their community below average in terms of "the creation of new investment and businesses";

- a third also rate their community below average (4 or 5 on a 5-point scale) on other economic factors – the "economic well-being of non-tourism businesses" (36%)and the "funds available to municipal government to provide an adequate level of services" (33%), while less than a fifth rated the community above average on these factors.

On other economic factors, the respondents were not so negative. Opinion is divided on the standard of living – 45% of respondents rated it above average for Ontario communities of a similar size, 17% rated it below average, and 38% rated it as average for similar Ontario communities. (In fact, the median family income in Algoma is significantly below that for the province as a whole, but to some extent this may be offset by a lower cost of living.) Respondents seemed to feel that tourism businesses were not faring as badly as others; almost two-fifths (38%) rated the economic well-being of tourism businesses above average, while only a fifth rated it below average.

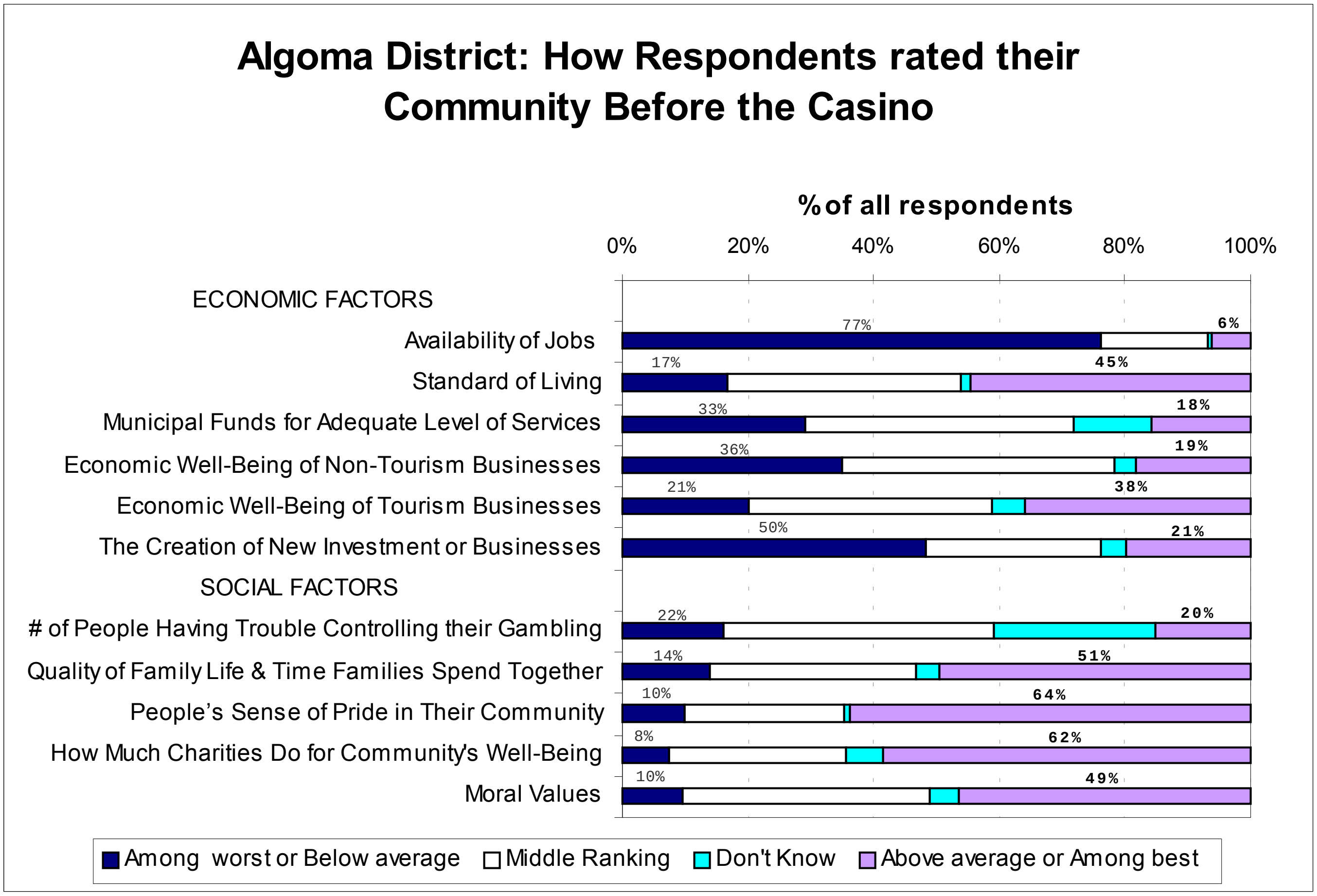
4.2 Perceptions of The Impact of New Gaming Opportunities on the Economy

Among Algoma District respondents, it appears that expectations are high regarding the positive impact the new gaming opportunities will have on most of these economic factors.

Respondents were first asked whether they had "heard about" the new charity casino which is coming to Sault Ste. Marie. Not surprisingly, given the amount of publicity which has attended the charity casino issue and its impending opening at the time of the Survey, 97% of the respondents said they had.

Next, for each of the economic and social factors which were rated in the earlier question, respondents were asked to state whether they thought these new gaming opportunities would "have an impact" on that factor. Finally, for each factor where the respondent thought there would be an impact, the question was posed: "Will it [the gaming expansion] make things better or worse?"

Figure 1 : Rating the Community Before the Casino



It is apparent that **respondents believe that there will be a widespread effect from the gaming opportunities on various economic conditions in the area**. At least three out of five respondents believe there will be an impact on **each** of the six economic factors queried, with the exception of the standard of living. These expectations are particularly pronounced in the employment and tourism areas: seven out of ten respondents (71%) think there will be an impact on the "availability of jobs" and almost eight out of ten respondents (79%) feel there will be an impact on "the economic well-being of tourism businesses".

The expectations are that the gaming opportunities will have a positive impact on every economic factor, with one exception. More than eight out of ten respondents who think there will be an impact on each of these economic factors believe the impact will be positive (with the exception that for "standard of living", opinion is almost equally divided on whether the impact will be positive or negative). Regarding the availability of jobs and the economic well-being of tourism businesses, 86% of those who expect an impact believe the new gaming opportunities will "make things better". Regarding, "the creation of new investment or businesses", 83% of those who expect an impact believe the new gaming opportunities will "make things better", and 81% believe there will be a positive impact on the funds available to the municipal government.

Figure 2 combines the responses to these two questions into a single expression of the proportions of respondents expecting an impact, and the nature of that expected impact. With the exception of "standard of living", where opinion is almost equally divided and large numbers of people did not hazard a guess, at least half of all respondents are expecting a positive impact. Three out of five respondents are expecting a positive impact on jobs and tourism.

4.3 Perceptions of Social Conditions

Algoma District residents are generally positive about the current social conditions in their community which were queried in the interview. Only one in ten or fewer rate their community as below average (a 1 or a 2 on a 5-point scale) compared to other Ontario communities of a similar size in terms of "people's sense of pride in their community", "moral values", and "how much charities do for the well-being of the community". Only 14% give their community a below-average rating on "the quality of family life and the amount of time families spend together".

One in five rate their community below average in terms of "the number of people who have trouble controlling their gambling"; on the other hand, the same number rate their community above average on this factor.

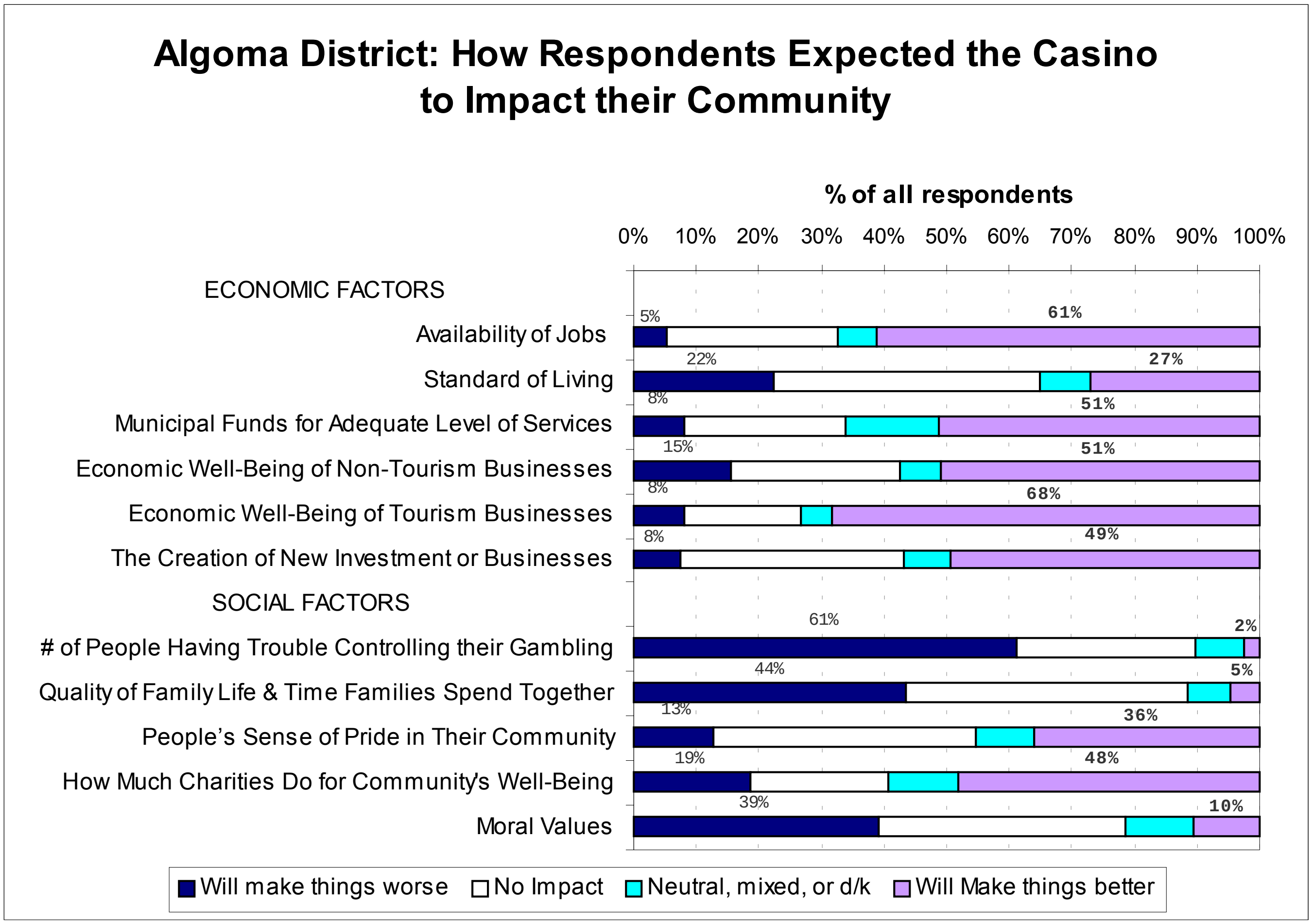
Expectations are high that there will be a negative impact on some of these social conditions as a result of the new gaming opportunities.

- a little over half the respondents believe there will be an impact on the quality of family life (52%) and on “moral values” (57%), and the majority believe the impact will be negative (85% and 69% respectively)

- 66% believe there will be an impact on the number of problem gamblers, and 93% believe it will be negative

However, a strong majority of those who anticipate an impact on community pride and how much charities do for the community believe that the impact will be positive (70% and 68%, respectively). (As regards the latter factor, it is not clear how many of these respondents believe that charities will derive a net benefit from the new funding arrangements *via* the Trillium Foundation, and how many respondents are in fact saying that their charitable organizations will in effect be forced to step in and redouble their efforts to deal with needy cases in the area.)

Figure 2 : Expected Impact of the Casino in The Community



Respondents were next asked if they were expecting **other impacts** from the new gaming opportunities, beyond those already covered, and what the nature of the impact would be (positive or negative). A total of 28 respondents (or 11% of the sample) said they were expecting other impacts, almost all of a negative nature. The most frequently mentioned additional impact expected was an increase in **crime, particularly prostitution and drug offences** (mentioned by 14 respondents). The next most frequently mentioned impact was on **traffic congestion and accidents** (5 negative expectations). Twelve people mentioned other miscellaneous impacts, most of them negative in nature.

4.4 Perceptions of Groups Most Affected

The next section of Part One proceeds to ask respondents to choose from a list of possible alternatives, the group which they expected would be most affected by the new gaming opportunities: youth; seniors; people who have spare cash to spend on gambling; people at lower income levels; previously unemployed people who will now have jobs; local businesses; or most people equally.

The group expected to be most affected by the new charity casino is people at lower income levels. 25% of respondents felt lower-income people would be the sub-group in the community most affected by the new gaming opportunities (34% of those respondents with a total family income less than $30,000 felt that lower-income people would be most affected); twelve times as many respondents thought the impact on these people would be negative as thought it would be positive. 26% felt that the impact would be spread equally among all members of the community generally; 57% of respondents who chose this response felt the impact would be negative. 15% felt that the most affected group would be previously unemployed persons who will be able to find work as a result of the new gaming opportunities (an almost uniformly positive effect). 11% felt seniors would be most affected; 54% of respondents who chose this response felt the impact on seniors would be negative.

4.5 Perceptions of Safety Issues

Respondents were next asked about safety issues. First, they were asked “how safe they would say it is to walk alone at night in the area” which would be the site of the new charity casino: was it “very safe”, “somewhat safe”, “somewhat unsafe” or “very unsafe”? A majority (64%) of all respondents felt it was “very safe” or “somewhat safe” to walk around the site alone at night. Unsurprisingly, more men (79%) than women (53%) thought it was safe, but across all demographic variables, a majority of respondents felt the area, in its present form, was more safe than unsafe overall.

Next, respondents were asked to say “what effect” the new charity casino would have on “how safe it is to walk alone at night in that area”. The most common response (from 41% of respondents) was that the casino would have no effect on safety. However, 34% of the respondents think the advent of the new gaming opportunities will make the immediate area a less safe place to walk alone at night; and 19% think it will make the area safer. In particular, men, single people, those working full-time and those with a family income over $60,000 tend to think that the new charity casino will make the immediate area a safer place to walk alone at night.

4.6 Overall Perceptions of Social and Economic Impact

The queries about people’s expectations concerning the new gaming opportunities concluded with two summary questions.

First, respondents were asked for their views of the anticipated “overall effect on the economic well-being of the community” and “overall effect on the social and individual well-being of people in the community”. Respondents were asked to rate their expectations concerning each on a five-point scale from “very positive effect” to “very negative effect”.

- More respondents think the **overall economic impact** on the economic well-being of the community will be **positive** (34%, including 12% who believe it will be “very positive”) than believe it will be negative (24%, including 7% who believe it will be “very negative”). 42% did not know or thought it would be neither good nor bad. People with a household income level in the middle range (430,000 to $59,999) were significantly less likely to believe that the overall impact on the economic well-being of the community would be positive than were people at lower and higher family income levels.

- Slightly more respondents believe the overall effect on the social and individual well-being of people in the community will be negative (27%, including 9% who believe it will be “very negative”) than believe it will be positive (22%, including 7% who believe it will be “very positive”); and 51% didn’t know or rated it neutral.

Second, respondents were asked to think again about the eleven social and economic factors which had been discussed at the beginning of the interview and, bearing these in mind, state what they thought would be the impact on the community “overall”: will the community be a better place to live, a worse place to live, or will there be “no real change”? Respondents show **wide variance in their expectations** regarding the impact of the new gaming opportunities on their community. While 55% think there will be “no real change” in the quality of their community “as a place to live”, 22% think the new charity casino will make the community “a worse place to live” and 18% think the result will be “a better place to live”; 5% didn’t know or rated the impact as neutral.

4.7 Perceptions of Compulsive Gambling

Part One of the interview concludes by asking people about their perceptions of the “frequency” and “seriousness” of compulsive gambling, on five-point scales. In order to permit comparisons with previous research, and to situate these perceptions in the context of other compulsive behaviours, respondents were also asked their perceptions regarding alcoholism, drug addiction and tobacco smoking. The responses to these questions will be compared to results on the Post-Opening Survey in order to determine if people’s perceptions of the frequency and seriousness of these behaviours shift over time.

Algoma respondents believe that compulsive gambling is considerably **less common** than alcoholism and tobacco smoking, but about as common as drug addiction. The following proportions of the sample rated each compulsion a “4” or a “5” on a five-point scale suggesting “how common” the problem is:

tobacco smoking	68%
alcoholism	43%
drug addiction	32%
compulsive gambling	31%

Respondents believe compulsive gambling is as **serious as tobacco smoking, but somewhat less serious than alcoholism and drug addiction**. The following proportions of the sample rated each problem a “4” or a “5” on a five-point scale suggesting “how serious it is – how severe an impact it has on people’s lives”:

alcoholism	65%
drug addiction	60%
compulsive gambling	55%
tobacco smoking	55%

Chapter 5: Gambling Behaviour of Algoma District Residents

5.1 The South Oaks Gambling Screen

Part Two of the interview, administered to 1050 individuals in Algoma County, is the South Oaks Gambling Screen. The screen begins with questions about gambling behaviours themselves (these have been altered slightly to fit Ontario) and proceeds to questions about the effects on the individual's life and those around him, such as arguing with family members about gambling, borrowing money from various sources to pay gambling debts, and concealing the amount of gambling one is doing. These latter items are included in a numerical score which suggests an individual may be a "problem gambler" or a "probable pathological gambler". Pathological gamblers have an inability to resist the urge to gamble, and their gaming habits cause serious life dilemmas for them. Problem gamblers also experience difficulties with their gambling, but not to the extent of pathological gamblers.

5.2 Types of Gaming Participation

The screen begins with questions about the types of betting engaged in over the previous 12 months. Our sample of 1050 Algoma District residents tended to confirm that Ontarians are enthusiastic participants in lotteries with fixed draw days and instant-win tickets – almost two-thirds of the respondents had played a lottery and over half had played instant-win tickets in the past year. Other forms of gaming are far less popular than these two. However, over a third of the respondents (36%) had been to a casino in the past year (the closest casino to Sault Ste. Marie is Keewatin, a 20-minute drive from downtown, and there are seven other casinos within a two-hour drive on the American side of the international bridge).

Table 1 and Figure 3 show the percentages of residents who said they had "bet or spent money on" the following types of games in the past 12 months:

Table 1. Participation of Algoma District Respondents in Various Games in Past Year

Type of Game	Percentage of Respondents

Fixed-date lotteries	63%
Instant-Win tickets	55%
Casinos	36%
Slot machines or VLTs	31%
Bingo	15%
Cards	13%
Other sports	9%
Stock market, commodities, etc.	9%
Played pool, golf, etc.	7%
Horse races, dog races, etc.	3%
Dice games	3%
Other	1%

5.3 Frequency of Play

Respondents were also asked how frequently they engaged in various types of betting, if they had previously indicated they had gambled in the past 12 months. As suggested in Table 2, lotteries are not only the most commonly played game, they are also the most frequently played, with close to half the respondents indicating they had played lotteries once a week or more over the past year. Playing sports for money is also frequent occurrence for many respondents, with a third of the participants indicating they bet on the sports they engaged in once a week or more. Instant-win tickets and sports betting other than racing are also played at least once a week by about a third of those who played, and bingo once a week or more by a quarter of the respondents. Of those who said they had played in the previous 12 months, the following frequencies of play were reported. (The least popular games are not reported because small numbers make breakdowns unreliable.)

Table 2. Frequency of Play of Algoma District Respondents who Gambled, for Most Popular Games Types				
Type of Game	Once a Week or More	2 – 3 Times a Month	Once a Month	Less than Once a Month
Fixed-date lotteries	49%	13%	16%	22%
Other sports	33%	14%	17%	34%
Instant-Win tickets	32%	17%	19%	32%
Played pool, golf, etc.	32%	10%	23%	35%
Bingo	23%	13%	21%	42%
Stock market, commodities, etc.	18%	1%	18%	59%
Cards	13%	7%	20%	60%
Horse races, dog races, etc.	7%	4%	15%	73%
Casinos	9%	9%	14%	68%
Slot machines or VLTs	8%	8%	17%	65%

In an attempt to determine how many respondents engage in some form of gaming on a frequent basis, the responses on frequency of play were combined for all forms of gaming, yielding a single analysis. The results for Algoma District are displayed in Table 3. When fixed-date lotteries, the most commonly and frequently played game, are included in this analysis, it is seen that 21% of all respondents engage in at least one form of betting once a week, and 18% engage in at least one form more than once a week. When fixed-date lotteries are excluded from this analysis, it is seen that 13% of respondents bet on some type of game once a week, and 10% do so more than once a week. When both fixed-date lotteries and instant-win tickets are excluded, there are still 6% of the respondents who gamble once a week, and 5% who gamble more than once a week.

Figure 3 : Participation in Gambling

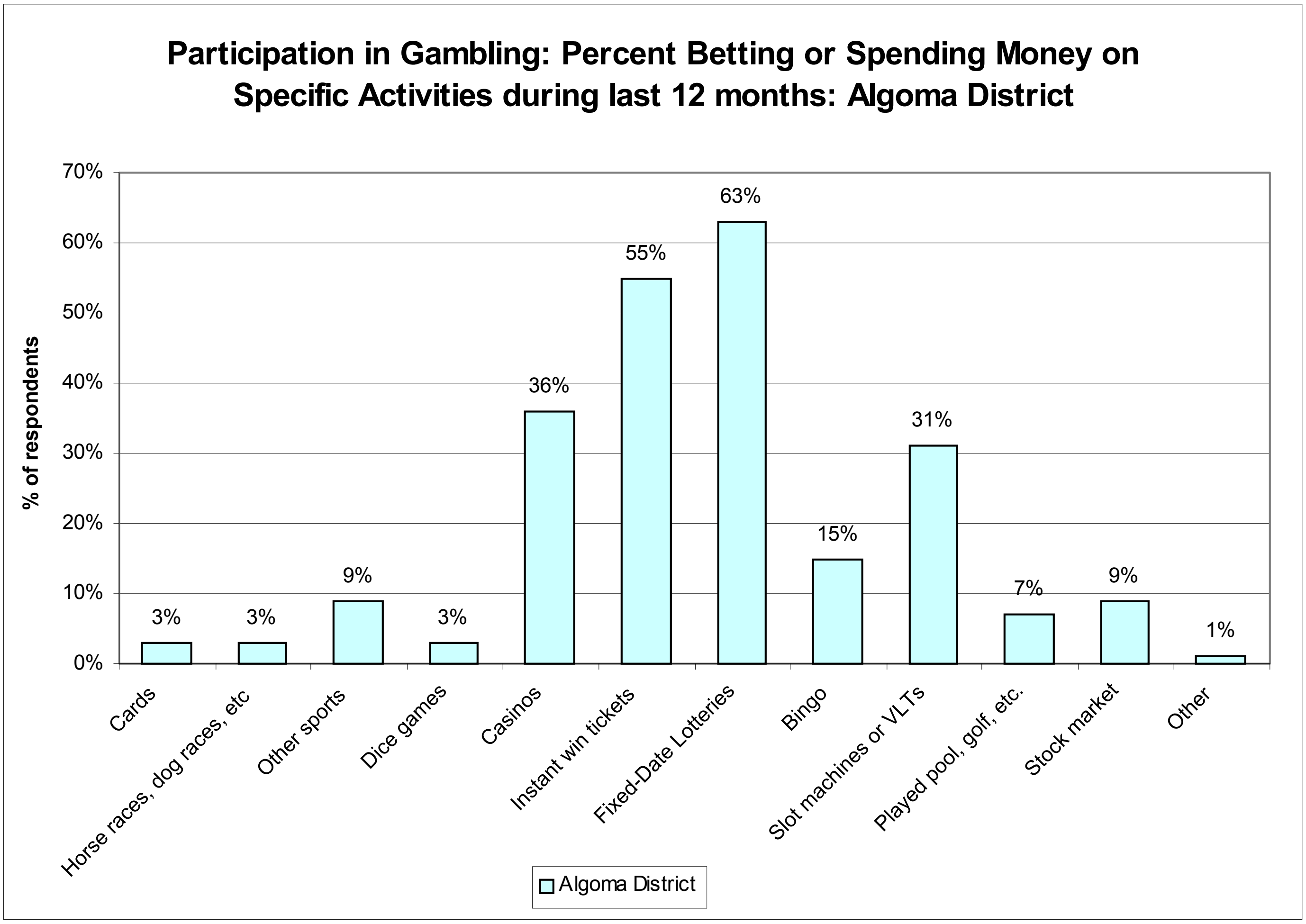


Table 3. Frequency of Play for All Forms of Gambling Combined, Algoma District			
	Percentage of All Respondents Gambling		
Game Types	All Games Less than Once a Week (includes non-gamblers)	At Least One Game Once a Week, No Games More Frequently	At Least One Game More than Once a Week
All games combined	61%	21%	18%
All games excluding fixed-date lotteries	76%	13%	11%
All games excluding lotteries and instant-win	89%	6%	5%

5.4 Expenditures on Gaming

Respondents were also asked about their gaming expenditures over the previous 12 months. According to the Survey, most players confine their expenditures on gambling to less than $50 per month. A quarter of the sample (26%) stated they had spent nothing on gaming in the previous month. About a quarter spent less than $10, and another 29% spent between $10 and $49. A total of 11% spent $100 or more, including 2% who claimed to have spent $500 or more. The following percentages of residents said they had bet the following amounts on gaming in the past month:

Table 4. Expenditures of Algoma District Respondents on All Forms of Gambling in Past Month	
Amount Bet in Past Month	Percentage of Respondents
Nothing	26%
Less than $10	24%
$10 - $49	29%
$50 - $99	10%
$100 - $199	6%
$200 - $499	2%
$500 or more	2%
Don't know	1%

Respondents were also asked about their gambling expenditures over the past 12 months. The number of people who spend nothing on gambling drops to about one-fifth when gauged over a 12-month period. However, it is not clear how accurate these yearly estimates may be – they are lower than one would expect from looking at the amounts given for the past month.

Differences were examined in the amounts of money spent on gambling in the past 12 months according to total family income. These are shown in Table 5. There was no statistically significant relationship between absolute gambling expenditures and household income. However, people in households with the three lowest income ranges are more likely to have spent "nothing" on gambling in the past month than those in the three highest income ranges. Those in the lowest income range are the most likely to spend $50 to $99 on gambling (34%), and this lowest-income group is more likely to spend this higher amount than they are to spend less than $50. (Of course, for people at lower income levels, the same expenditures can also have a much more significant impact than for people at higher income levels.) People in the highest family income brackets also appear more frequently in the highest gambling expenditure categories. The table does not include the 18% of respondents who refused to indicate their total household income.

Table 5. Expenditures on Gambling in Past Month Broken down by Total Household Income, Algoma District							
Amount Spent	Total Household Income and Percentage of Respondents						
	Less than $20K	$20K to less than $30K	$30K to less than $40K	$40K to less than $50K	$50K to less than $70K	$70K or more	Total
Nothing	29%	28%	32%	18%	23%	22%	26%
Less than $10	23%	30%	24%	22%	24%	25%	24%
$10-$49	34%	26%	30%	30%	31%	31%	31%
$50-$99	8%	9%	9%	14%	10%	12%	10%
$100 or more	7%	7%	5%	16%	12%	10%	10%
Number of Respondents	197	129	139	109	169	121	864

5.5 SOGS Scores of Algoma District Residents

The Survey incorporates the South Oaks Gambling Screen (SOGS). Scored items on the SOGS relate to gambling-associated problems in the individual's life, such as arguing with family members over gambling and borrowing money from various sources in order to cover gambling debts. Tallied scores of 3 or 4 suggest a "problem gambler" – someone for whom gambling causes difficulty, but not to the level of pathological gamblers. Scores of 5 or higher suggest a "pathological gambler" – someone with real difficulty resisting the urge to gamble, and for whom gambling is causing serious life dilemmas.

In Algoma District, the following rates were found. They are consistent with rates found in other North American communities:

Table 6. Tallied SOGS scores for Algoma District Respondents		
Total SOGS score	Number of Respondents	Percentage of Respon-dents
Score of 0 – 2 (indicating no problem)	1008	96.0%
Score of 3 or 4 (indicating problem gambler)	28	2.7%
Score of 5 or more (indicting probable patho-logical gambler)	14	1.3%
Total – all completed SOGS interviews	1050	100.0%

These figures may be compared to the numbers of persons (63) who have been admitted to counselling at the Sault Ste. Marie Addictions Services offices since 1996. Because of the small numbers of individuals in the sample who meet the SOGS criteria for problem or pathological gambler, it is hazardous to attempt any comparison between these individuals and the remainder of the sample.

5.6 Awareness of Help available for Dealing with Gambling Issues

All interviews concluded with a brief description of the services (information and help) available in the province for individuals and family members who are concerned about gambling. Following this description, respondents were asked if they had been aware that such services existed. 64% of Algoma District residents were aware that there are “nearby services available for treatment and education about problem gambling”.

Respondents were then asked whether they would “like more information”. Among the 1047 residents participating in the gambling habits survey, **6.2% said yes.**

Chapter 6: Responses regarding Health Questions

Other health questions posed of residents are principally designed for later comparisons to responses in the Post-Opening survey. Algoma District residents showed these frequencies of indulgence:

- smoking habits: 20% daily smokers; 6% occasional smokers; 72% non-smokers

- alcohol consumption: 4% daily; 6% 4 to 6 times a week; 14% 2 to 3 times a week; 15% once a week; 19% once or twice a month; 33% less than once a month; 8% teetotalers

- exercise habits: 11% never exercise; 12% exercised less than five times in the past month; 9% exercised 5-8 times in the past month; 12% exercised 9-12 times in the past month; the remainder (50%) exercised more frequently

Part 3: Socio-Economic Indicators

Chapter 1: Introduction

In this Part of the Report, a summary is presented of the socio-economic patterns in the community during the five years prior to the opening of the charity casino. (This facility opened in May, 1999.)

The Study relies on a wide range of information, some of which is available now, and some of which will unfold as the process continues. For example, most of the data presented in this report was available, in one form or another, from various community, regional, provincial and national sources in Canada. For future reports, more data which is obtained through community focus groups and new data-gathering methods will emerge.

This Part is intended to describe the situation in the community before the charity casino opened. It provides a series of "benchmark" indicators of how the community was faring in the five years prior to the arrival of the new charity casino. This information will permit researchers and community members to have a view of the community before any changes occur which may (or may not) be connected to the charity casino.

1.1 The Choice of Indicators to Monitor

The social and economic factors used as indicators of the community's well-being were chosen based on a number of considerations. These indicators needed to be available (or fairly readily created), accepted, consistent, and easily understood. Since it was important to be able to situate each community's development within an established framework for analysis, certain standard indicators of social and economic development were chosen – those in use by existing national, regional or municipal economic development and social development organization, including Statistics Canada, local economic development councils, the Ontario Quality of Life Index, retail and housing development corporations, and the like. In addition, previous research on the impact of new gambling opportunities was reviewed for relevant indicators. In addition, new ideas provided by community members and others were incorporated, to the extent possible.

Many of these indicators do not speak directly to, nor will they reflect, the impact of new gaming opportunities, or of any single community development. Nonetheless, it was felt important to obtain a baseline picture of community factors, both large and smaller, as an opening step.

1.2 A Note of Caution

Obviously, the economic and social well-being of any community is determined by an enormous range of factors of all kinds – ranging from world commodity prices, to increased awareness of the seriousness of domestic violence. The extent to which changes observed in any given community factor can be attributed solely to a single innovation like a new charity casino is highly limited. Readers should be extremely cautious about attributing any changes which may be observed from the “Pre-Opening Period” to the “Post-Opening Period” to the existence of the new gaming opportunities. Nonetheless, the presentation of trends is critical for any community which wishes to understand where it is going and what challenges and opportunities might exist for action.

Much of the information which readers will be looking for, of a more direct nature related to the charity casino, is not yet available, but will be included in future reports, on the Post-Opening Periods. For example, information on the local employment created by the charity casino construction and on liquor sales at the charity casino, will be available in later reports of the Post-Opening Period.

1.3 Structure of this Part

It would be possible to present a vast amount of detail and statistics in such an analysis, in which the reader would quickly become buried. Instead, we have attempted to present a relatively concise picture of the *general trends in certain key factors* over the five years prior to the charity casino opening. We have also attempted to point out any areas in which the community levels or trends are significantly different from what is occurring in the province generally – for example, if the community’s unemployment level is higher than in Ontario as a whole. This summary picture is intended to show the backdrop of patterns in economic and social indicators, against which any changes in patterns during the post-opening period can be assessed – bearing in mind the need for caution in drawing causal inferences.

Therefore, in the material which follows, a brief description of the apparent trend (if any) in the key factors is given, followed by summary tables at the end of this part, which present the figures available on various factors over the five-year period.

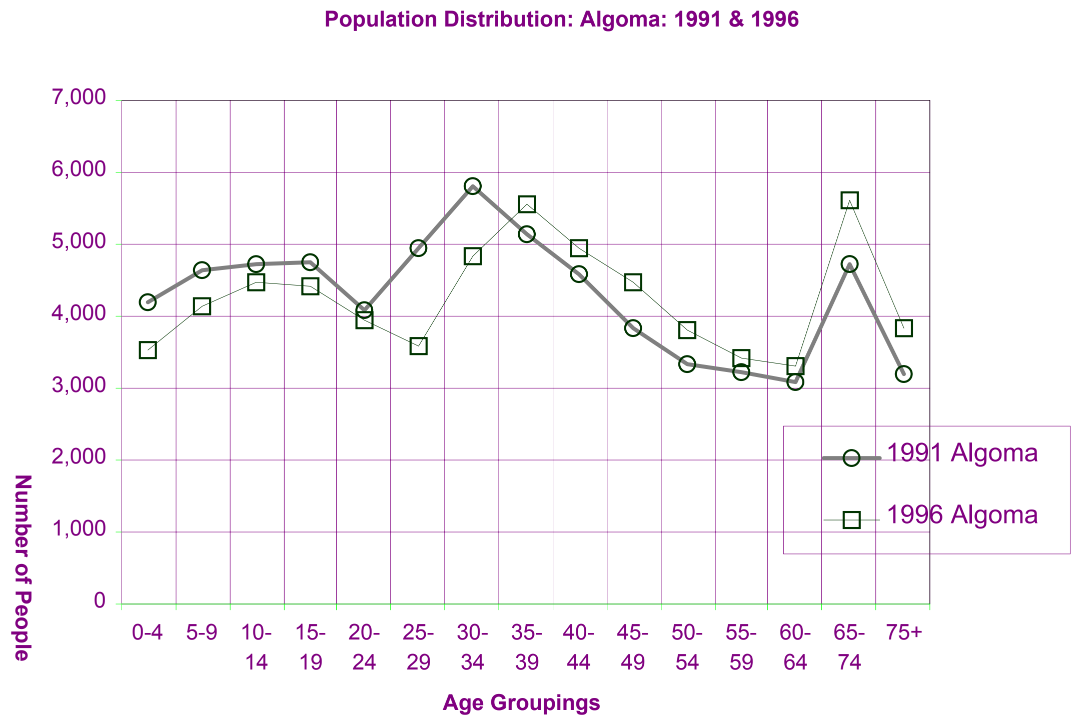
Chapter 2: Population

According to the 1986, 1991 and 1996 Census, the population of the Census Agglomeration which encompasses the Sault increased between 1986 and 1991. However, between 1991 and 1996, the population *fell* by a greater amount – resulting in a net population loss from 1986 to 1996 of 1.2%.

The population of the broader Algoma District generally declined by 4.8% in the same period – with the population of the district falling from 127,270 to 125,440 between 1991 and 1996. This is contrary to the overall 5.5% growth in population for the province as a whole during the same period.

The following chart – for Algoma District -- shows how the numbers of people in different age categories changed significantly between 1991 and 1996.

Most pronounced are the decreases in the numbers of people in virtually all of the younger age categories from 0 to 34 years of age. In fact, the number of people aged 0 to 34 fell by 8,335 between 1991 and 1996 – with the number of people over 34 years of age increasing by 6,525. There were especially large decreases in the numbers of people aged 25 to 29 and aged 30 to 34 – and especially large *increases* in the numbers of people aged 65 to 74 and those aged 75 and older.



Evident as well is the aging of the "baby boom" bulge within the population – which in 1991 was centred around the 30 to 34 age category and in 1996 was centred around the 35 to 39 age category. In future years, this bulge in the population will center around older and older age categories..

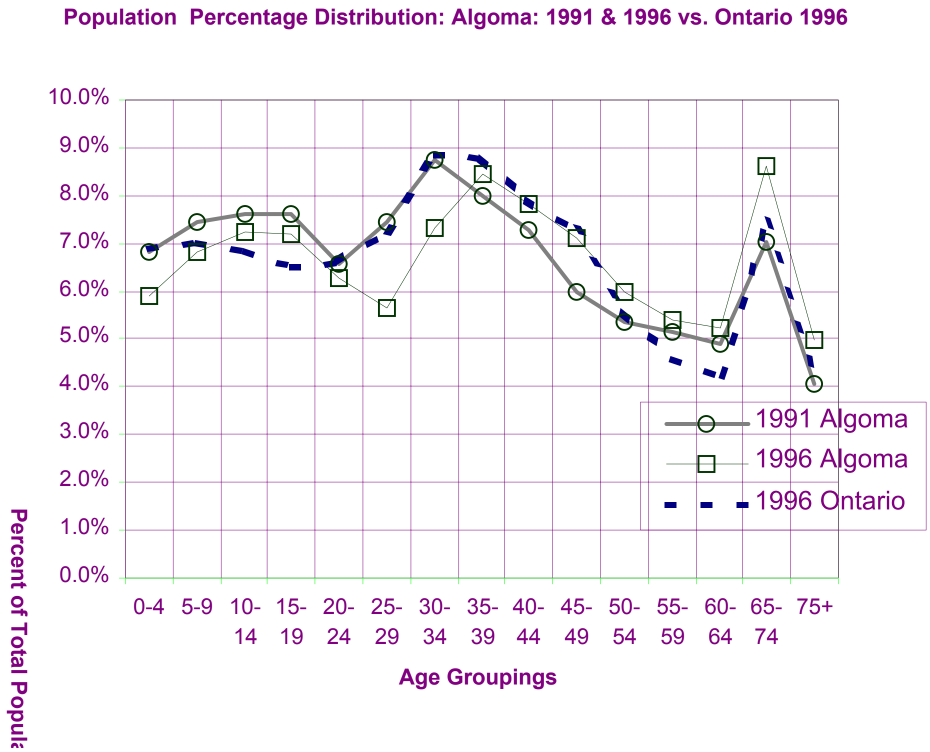
These age-specific population decreases and increases are of particular importance given the belief that different age groups are more likely than others to patronize casinos.

The next chart shows – for both 1991 and 1996 – the *percentage* of the total Algoma District population in each of the different age categories. For comparison purposes, the percentage distribution by age of the Ontario population is also shown.

Comparing the 1996 Algoma and Ontario populations, clearly shows a number of distinct differences, in particular:

- 16.1 % of the Ontario population is 25 to 34 years old – compared to only12.9% of the Algoma District population; however,

- only 20.5% of the Ontario population is 55 years old or older – compared to 24.2% of the Algoma district population.



Chapter 3: Economic Indicators

3.1 Overall Summary

The following is a summary of economic trends in the five-year "Pre-Opening Period" from 1994 to 1998 inclusive.

Overall, it appears that Algoma District has been slower to enjoy the economic recovery which is being enjoyed in the province as a whole. Downsizing and restructuring in the steel and other primary industries have played a significant part in this trend. Population levels have declined slightly, while unemployment levels remain higher than in the province generally, and do not appear to be decreasing. While labour force participation in the area seems to be increasing over the five-year period, participation rates remain historically lower than in the province generally.

Housing starts, as well as construction values generally, also declined over the period, and consumer bankruptcies are on the increase. However, there appear to be gains in the latter years of the period in real income and retail spending.

3.2 Work

The labour force participation rate in the Sault is somewhat lower than in the province as a whole, ranging around 60% (seasonally adjusted). Average unemployment rates are higher than for the province generally. These rates peaked in the Sault from 1992-1994, decreased from 1995 through 1997, and rose again to 16.2% in 1998, contrary to the trend in the province generally, where a steady decrease has been observed since 1997. Adjustments in the steel industry and related businesses have accounted for significant job losses in recent years.

Decreases being observed in the province generally as a result of changes to the Employment Insurance system are being paralleled by decreases in the Sault in the number of regular EI beneficiaries.

3.3 Income

According to the Financial Post Datagroup reports on Canadian Markets, the *per capita* income in the Sault has been stable over the period, rising in 1997.This contrasts with growth which was seen in the province generally from 1997.

3.4 *Per Capita* Retail Sales

Per capita retail sales have been stable over the period, rising in 1997. Again, this contrasts with the provincial trend, which began to show growth in 1997, following a period of flat retail sales per capita.

3.5 Social Assistance

Changes in Ontario's policies respecting general welfare assistance (Ontario Works and Ontario Disability Support) make it difficult to draw conclusions about patterns after 1995, when province-wide decreases in the numbers of individuals and families on welfare began a steady decline. In the Sault, average caseloads for general welfare assistance have declined steadily since 1993, and for family benefit allowance have declined since 1995.

3.6 Business Name Registrations

The number of new business registrations has risen steadily over the period, according to provincial figures. However, these increases are in part due to decentralization of the business registration process from Toronto to major municipal centres.

3.7 Bankruptcies

The numbers of commercial bankruptcies in the Sault are small, making trend comparisons difficult; a dip occurred in commercial bankruptcies in 1995 and 1996, however. Consumer bankruptcies increased in 1996 and 1997, paralleling developments in the province generally.

3.8 Construction Activity

The value of construction undertaken in all sectors, after declining in the early 1990s, has been relatively steady since then, while declining in 1997.

3.9 New Dwelling Unit Starts

New starts of dwelling units declined in 1996, 1997 and 1998. This contrasts with the pattern in the province generally, where housing starts increased in 1997 and 1998.

3.10 Housing Prices

Housing prices have been relatively stable over the period. Prices have been steady for detached bungalows since 1995, but have declined for higher-end housing. Resales of housing have shown no discernible patterns.

3.11 Hotel/Motel Occupancy Rates

These figures are considered competitively sensitive, and are available only according to four large Ontario regions. It is hoped that during the Post-Opening period, it will be possible to obtain an informal reading of trends from a sample of local hotels and motels.

3.12 Convention Bookings

Bookings of conventions which were serviced through the City Economic Development Corporation have been steady since 1995.

3.13 International Bridge Crossings

Crossings of the international bridge have remained stable over the period, declining in 1998, in part due to the declining US dollar.

Chapter 4: Social Indicators

4.1 Crime Rates

For the charity casino study, certain crimes are of greater interest than others. These include muggings (robberies), thefts, frauds and assaults. The system of dividing the City into zones is changing as a result of the wish to keep a closer watch on occurrences in the immediate casino area; as a result, the geographical unit of comparison will not be identical in the Pre-Opening and Post-Opening periods.

Crime rates, especially for property crime, are declining or remaining stable in the province and the nation generally. In the Sault as a whole, reported crime rates per 1000 residents for the crimes of interest have been essentially stable from 1994 to 1998, showing variances from one year to the next but no overall pattern of increases or decreases.

4.2 Charity and Other Gaming

As of this writing, data on the gaming revenues from municipally and provincially licensed gaming events were not available for the period. However, the number of “lottery” licenses issued by the City were stable over the 1994-1998 period, increasing somewhat in 1995 and 1996. Data on attendance at bingos has been obtained for a two-year period, and this will be assessed against developments in the Post-Opening Period.

As in the province generally, sales of other legal gaming products have been declining or plateauing.

4.3 Children in Care

The umbers of children in care have been increasing over the period. However, experts in the child protection field caution that these trends are probably a reflection of increased attention to special incidents, as well as the introduction of a new risk assessment tool, increased apprehension authorities, and other changes in anticipation of upcoming legislation.

4.4 Divorces

The number of divorces granted in the Sault appear to be decreasing over the period, similar to the pattern in the province generally.

4.5 Suicides

The total number of suicides in the area are small, making trend comparisons difficult.

4.6 Alcohol Consumption

The number of liquor licensed establishments in the Sault has declined slightly over the five-year period. Data on sales at LCBO outlets in the Sault show an increase in sales over the period, as compared to a slight decline for the province as a whole.

4.7 Credit/Debt Counselling

The numbers of new applications for credit counselling have increased steadily over the period.

Part 4: Appendix A: Supporting Data

Chapter 1 : Population

Population of Algoma District - Actual and *Estimated

	1994	1995	1996	1997	1998
Number	127,269*	NA	125,455	NA	NA

Source: 1991 and 1996 Census.
* Estimated from 1991 Census.

Population of Sault CA

	1994	1995	1996	1997	1998
Number			83,620	83,800*	

Source: Census and *Financial Post, Canadian Markets

Estimated Population of the City of Sault Ste. Marie

	1994	1995	1996	1997	1998
Estimate	80,798	80,893	80,054	79,783	

Source: Corporation of the City of Sault Ste. Marie

Chapter 2 : Economics

Per Capita Income ($)					
	1994	**1995**	**1996**	**1997**	**1998**
Income	16,000	16,100	16,400	18,300	18,300
Source: Financial Post, Canadian Markets					
Per Capita Retail Sales Estimate ($)					
	1994	**1995**	**1996**	**1997**	**1998**
Retail Sales per Capita	6,000	6,200	6,400	7,000	NA
Source: Financial Post, Canadian Markets					
Labour Force Size and Average Participation Rate					
	1994	**1995**	**1996**	**1997**	**1998**
Labour Force	39,000	40,700	42,000	40,100	41,500
Participation Rate (%)	58.7	59.8	61.3	58.2	60.0
Source: Human Resources Development Canada					
Average Unemployment Rate (%) - Sault CA					
	1994	**1995**	**1996**	**1997**	**1998**
Rate	15.3	12.8	11.9	12.5	15.9
Source: Human Resources Development Canada					

Average Number of Regular Employment Insurance Beneficiaries - Sault Ste. Marie

	1994	1995	1996	1997	1998
Number	3,616	3,487	3,354	2,650	2,513

Source: Human Resources Development Canada

Average General Welfare Assistance Caseloads

	1994	1995	1996	1997	1998
Number	4,081	3,864	3,147	3,063	2,570

Source: Ontario Community and Social Services Ministry

Average Family Benefits Allowance Caseloads

	1994	1995	1996	1997	1998
Number	6,672	6,764	6,456	6,296	6,053

Source: Ontario Community and Social Services Ministry

Business Name Registrations

	1994/95	1995/96	1996/97	1997/98	1998/99
Number	170	446	609	752	672

Source: Ontario Ministry of Consumer and Commercial Relations
* Increase over time may be partially due to decentralization of registration process.

Commercial Bankruptcies

	1994	1995	1996	1997	1998
Number	23	8	15	21	17

Source: Industry Canada, Office of the Superintendent of Bankruptcy

Consumer Bankruptcies

	1994	1995	1996	1997	1998
Number	154	168	241	272	187

Source: Industry Canada, Office of the Superintendent of Bankruptcy

Home Ownership and Rental (Estimates)					
	1994	**1995**	**1996**	**1997**	**1998**
Owner-Occupied Dwellings	21,365*	21,365*	21,946*	22,337*	22,337*
Rented Dwellings	10,075*	10,075*	9,541*	9865*	9865*
Ratio	2.12	2.12	2.3	2.26	2.26
Source: Financial Post, Canadian Markets					
Homes Built					
	1994	**1995**	**1996**	**1997**	**1998**
Number	200	208	245	163	NA
Source: Financial Post, Canadian Markets					
New Dwelling Unit Starts - Sault Ste. Marie					
	1994	**1995**	**1996**	**1997**	**1998**
Number of Units	205	259	215	158	122
Source: Canada Mortgage and Housing, Housing Information Monthly					
Average Housing Prices ($)					
	1994	**1995**	**1996**	**1997**	**1998**
Detached Bungalow	95,000	97,000	91,500	95,000	NA
Standard 2-Storey	110000	110000	100000	101000	NA
Source: Royal Trust Survey of Canadian House Prices. Spring values.					

Housing Resales					
	1994	1995	1996	1997	1998
Number	NA	NA	955	986	943
Source: Canada Mortgage and Housing, North-Eastern Ontario Housing Market Report					
Building Permits Value ($000) - Sault Ste. Marie					
	1994	1995	1996	1997	1998
Value	58,058	60,834	64,851	38,536	48,601
Source: City of Sault Ste. Marie					
Total American Tourists Entering Area					
	1994	1995	1996	1997	1998
Number	647,561	662,752	641,375	637,680	703,193
Source: City of Sault Ste. Marie (Statistics Canada)					
Total Number of Visitors to Tour Train					
	1994	1995	1996	1997	1998
Tour Train	80,743	89,615	95,386	90,903	96,893
Source: Planning Division, Corporation of the City of Sault Ste. Marie					
Convention Bookings Serviced through City					
	1994	1995	1996	1997	1998
Number	NA	71	53	63	41
Source: Corporation of the City of Sault Ste. Marie					
International Bridge Crossings (000s)					
	1994	1995	1996	1997	1998
Number	3342.6	3222.6	3231.1	3289.9	2932.2
Source: International Bridge Authority					

Chapter 3 : Social

Completed Divorces - Sault Ste. Marie					
	1994	**1995**	**1996**	**1997**	**1998**
Number	441	396	310	224	NA
Source: Ottawa Divorce Registry					

Number of Liquor Licensed Establishments - Sault Ste. Marie					
	1994	**1995**	**1996**	**1997**	**1998**
Number	115	110	110	107	107
Source: Alcohol and Gaming Commission of Ontario					

Suicides					
	1994	**1995**	**1996**	**1997**	**1998**
Number	20	12	14	21	12
Source: Office of the Chief Coroner, Ontario					

Individuals seeking Debt/Credit Counselling					
	1994/95	**1995/96**	**1996/97**	**1997/98**	**1998/99**
New Applications	244	310	363	402	420
Source: Credit Counselling Service of Sault Ste. Marie and District					

Children in Care at Year End - Algoma District					
	1994	**1995**	**1996**	**1997**	**1998**
Number	141	142	147	160	170
Source: Children's Aid Society of Algoma					

Litres of Alcohol sold at LCBO outlets, Sault Ste. Marie					
	1994/95	**1995/96**	**1996/97**	**1997/98**	**1998/99**
Beer	92,253	**117,415**	**140,827**	**157,673**	**166,821**
Wine	426,443	418,709	433,656	455,501	465,047
Spirits	381,930	393,666	385,456	412,383	449,056
Rate*	13.9	14.4	14.4	15.4	16.2
Source: LCBO					
* Total number of litres sold by LCBO per residents 15 years or older.					

Waiting Lists for Rent-Geared-to-Income Housing (Public Housing only), December 31, Algoma					
	1994	**1995**	**1996**	**1997**	**1998**
Number	473	395	415	NA	436
Source: Ontario Ministry of Municipal Affairs and Housing					

Police Reported Incidents - City of Sault Ste. Marie					
	1994	**1995**	**1996**	**1997**	**1998**
Violent Crimes					
Homicide	1	1	2	0	2
Assaults	1,082	1,153	1,374	1,318	1,034
Domestic Assaults	211	132	258	317	246
Sexual Assaults	218	126	176	161	137
Robbery	27	37	36	47	38
Rate*	19.2	18.1	23.1	23.0	18.2

Property Crimes					
Break and Enter	1,213	1,008	1,127	960	850
Motor Vehicle Theft	301	330	339	353	240
Theft over**	294	71	41	24	38
Theft under**	2,887	2,694	2,915	2,591	2,322
Frauds and Stolen Goods	449	581	628	377	503
Rate*	64.3	58.5	63.1	53.8	49.4
Impaired Driving	189	218	168	158	174
Rate*	2.4	2.7	2.1	2.0	2.2
Source: Sault Ste. Marie Police Service					
*Rate of violent or proprty crimes, or of impaired driving, per 1000 residents.					
**Cutoff was for theft over or under $1000 until 1995, when it changed to $5000.					
*** Includes failure to provide a breath sample and all other offences related to impaired driving.					

Sales per Capita of OLC Products - Sault Ste. Marie

	1994/95	1995/96	1996/97	1997/98	1998/99*
Lotto 6/49			98.34	76.44	59.20
6/49 Encore			24.95	20.70	15.71
Super 7			16.94	30.19	13.67
Super 7 Encore			0.65	7.42	3.96
Lottario			11.00	9.47	6.32
Pick 3			5.18	5.60	4.07
Daily Keno			4.31	3.92	2.66
Proline			10.84	11.54	8.56
Over/Under			3.01	2.31	1.63
Point Spread			1.70	3.39	2.55
$1 Instant			8.97	9.51	6.04
$2 Instant			33.40	33.94	22.83
Instant Bingo			50.14	54.96	35.98
Instant Keno			17.07	13.95	9.44
Battleship			18.45	12.32	3.07
$5 Instant			19.59	19.31	10.47
Group Play Bingo			NA	1.82	NA
Ontario 49			NA	2.82	3.24
Ontario 49 Encore			NA	1.45	1.61
Monopoly			NA	6.66	3.16

Source: Ontario Lottery Corporation

* Data for first three quarters only.

Bingo Attendance - March 25, 1997 to March 31, 1999

	Attendance	Games
Greenbelt Bingo	103,799	722
Long Sault	18,171	96
Sault Youth Sports	129,729	694