Charity Casino Impact Study

Report Of The Pre-Opening Phase In Brant County

Prepared for:
Ontario Substance Abuse Bureau
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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 two parts:

Part One- this Introduction

Part Two – Survey Results

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.

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 Brant County. 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.

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.

1.3The Survey Method

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 Brant County, interviews took place from August 3-11, 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 Brant County

The general thrust of responses in Brant County could be summarized as follows:

- Respondents show wide variance in their expectations regarding the impact of the new gaming opportunities on their community. While 49% think there will be “no real change” in their community as a relatively “good place to live”, 24% think the advent of new gaming opportunities will make the community "a better place to live" and 24% think the result will be "a worse place to live".

- Almost twice as many respondents think the overall economic impact on the economic well-being of the community will be positive (44%) as believe it will be negative (23%); 33% did not know or thought it would be neither good nor bad.

- More respondents think the overall impact on individual and social well-being will be negative (30%) than believe it will be positive (26%); 44% did not 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 and tourism.
    - 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, moral values and the prevalence of problem gamblers, but relatively positive expectations regarding the impact on community pride and the amount that charitable organizations do for the community.

- Gambling is a common practice in Brant County. Two-thirds of the population have bought fixed-date lottery tickets in the past year, and half have bought instant-win tickets. 28% 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. Eight percent spent $100 or more.

- 97.2% of Brant County respondents did not score as "problem" or "probable pathological" gamblers on the South Oaks Gambling Screen. However, 1.7% scored as a problem gambler and 1.0% scored as a pathological gambler.

- 58% of Brant County respondents were aware that there are nearby services available for treatment and education about problem gambling.

Chapter 3 : Characteristics of the Brant Sample

3.1 About Brant County

Brant County lies in Southeastern Ontario. It is surrounded by land, and is 90 kilometres west of Toronto, 270 kilometres northeast of Windsor (currently the nearest casino), and 144 kilometres northwest of Buffalo, New York, at the nearest American border crossing. The largest municipality, Brantford, contained 84,764 people at the last census.

Brant County's labour force breaks down into 25% "other services" (education, health, social and other government and business services), 25% manufacturing, and 19% wholesale and retail trade; the remaining 31% are fairly evenly distributed among primary industries, construction,accommodation/food service, transportation and communication, financial and real estate.

3.2 The Survey Sample

The telephone Survey was administered in Brant from August 3-11, 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 1047 residents were asked about their gambling habits in the previous year.

Home Community. A majority (71%) of the 1047 respondents cited Brantford as the closest city, town or village to their home; 62% stated that they lived within Brantford.. Another 13% lived in Paris, the next largest municipality, and the remainder were from other areas in the County. 79% of the sample lived within 50 kilometres of downtown Brantford.

Gender, Age and Marital Status. Interviewers coded the **gender** of the respondents: 61% were women and 39% were men (responses were 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 age breakdown of the population, since fewer people under 20 and over 65 are found in the sample than in the general population. 59% were **married** or living common-law; 24% had never been married; 8% were divorced or separated; and 7% were widowed.

Education. Respondents were asked about the **highest educational level** which they had attained. 7% had never gone beyond public school; 20% had some high school without graduating; 28% had graduated high school and gone no further; 9% had some university, CEGEP or community college experience; 29% had completed university, CEGEP or community college; and 5% had some post-graduate work or other specialized training.

Income. Respondents were also asked to state their **total family income**. Fully a fifth (20%) refused to answer. Among those who did answer, the median family income was in a range from $40,000 to $49,999. Some 12% stated their family income was less than $20,000 and 11% stated it was $80,000 or more.

Employment Status. Respondents were asked about their employment status. 54% were employed full-time and 11% employed part-time; 33% were not working at all (13% 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 unskilled labour (28%); next largest was in skilled labour (25%); 16% worked in clerical or office positions; another 13% were owners of businesses, managers or executives; 8% were professionals (doctors, lawyers, teachers, etc.); 6% were in sales; and 1% were in agriculture.

Those who were not working outside the home or were working only part-time were asked about their role when not working. 48% of these were retired; 26% were homemakers; 9% were students; and 16% 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. Fully 57% simply said they were "Canadian" and 8% 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 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.

4.1Perceptions about Economic Conditions

In general, it seems fair to say that **with the exception of concern about unemployment, Brant County residents are not overly concerned about the economic performance of their community**, at least as compared to other Ontario communities of a similar size.

Two out of five respondents (41%) 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), as opposed to one out of five (19%) who rate it among the best. However, on most other economic factors, only about a fifth of the respondents rated their community among the worst (somewhat higher was "the economic well-being of tourism businesses", where 28% rated their community among the worst). The most frequent response for most economic factors is that the community seems to be doing about as well as any Ontario community of a similar size.

The overall rating reflected in the modal response concerning the "availability of jobs" is inaccurate; when translated into unemployment rates, Brant County is somewhat worse off than the province as a whole, at 9.5% (as compared to the province-wide rate of 8.7%).

Interestingly, the standard of living in the community is considered to be good, however – 49% of respondents rated it above average for Ontario communities of a similar size, as compared to 13% who rated it below average. In fact, Brant's median household income is lower than for the province as a whole, although its cost of living may offset this difference.

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

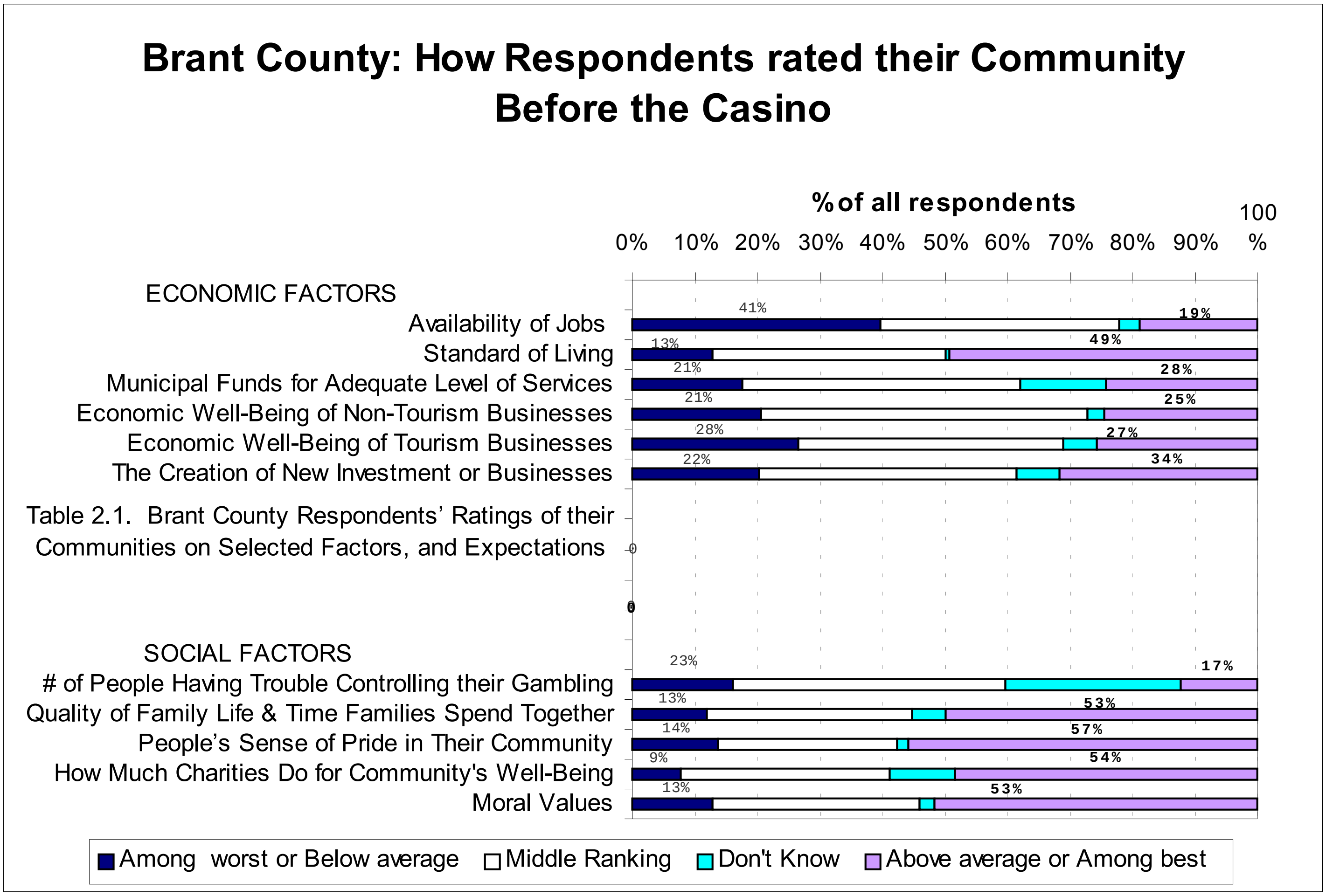
Brant County respondents have high expectations regarding the positive impact the new gaming opportunities will have on most of these economic factors.

Respondents were first asked whether they had "heard about" the new charity casino which is coming to Brantford. Not surprisingly, given the amount of publicity which has attended the charity casino issue at least, 98% 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?"

It is apparent that respondents believe that there will be a widespread effect from the gaming opportunities on various economic conditions in the area (1). At least two-thirds of respondents believe there will be an impact on **each** of the six economic factors queried. These expectations are particularly pronounced in the employment and tourism areas: more than eight out of ten respondents think there will be an impact on the "availability of jobs" (86%) and "the economic well-being of tourism businesses" (83%).

FIGURE 1 : Rating the Community Before the Casino



The expectations are that the gaming opportunities will have a positive impact on every economic factor, with one exception. At least three-quarters of 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, 91% of those who expect an impact believe the new gaming opportunities will "make things better". Regarding the economic well-being of tourism businesses, 89% of those who expect an impact believe the new gaming opportunities will "make things better". In addition, 86% of those who are expecting an impact on new investment believe that it will be positive, and 80% of those expecting an impact on non-tourism businesses believe it will be positive. However, a significant minority are expecting a negative impact on the funds available to the municipal government to provide an adequate level of services (17%), non-tourism businesses (16%), and the creation of new investment and new businesses (10%).

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 approximately equal numbers of people expect no impact (or don't know), a negative impact or a positive impact, over half of all respondents are expecting a positive impact on every factor. At least seven out of ten respondents are expecting a positive impact on jobs and tourism.

4.3 Perceptions of Social Conditions

Brant County residents are generally very positive about the current social conditions in their community which were queried in the interview. Just over one in ten 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 the "quality of family life and the amount of time families spend together", "people's sense of pride in their community", and "moral values". Fewer than one in ten rate their community below average in "how much charities do for the well-being of the community".

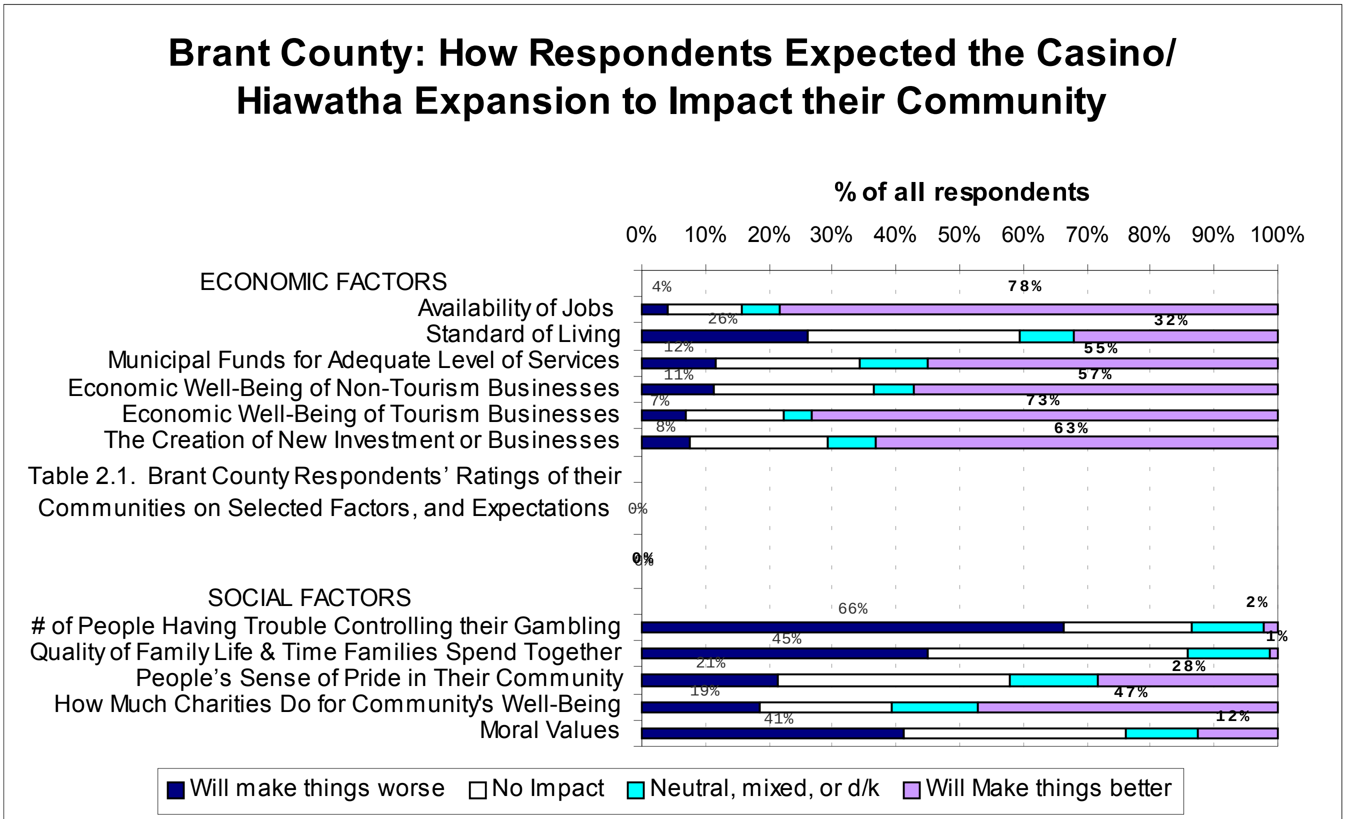
One in five rate their community below average in terms of "the number of people who have trouble controlling their gambling", more than the number who rate their community above average on this factor. However, the most common response is that people do not know how to rate their community in terms of the proportion of problem gamblers in it.

More than seven out of ten (72%) of the respondents believe there will be an impact on the number of problem gamblers and 93% of those who expect an impact believe it will be negative.

A little over half the respondents believe there will be an impact on family life (53%, with 84% expecting that impact to be negative), and on moral values (58%), with 71% believing it will be negative).

While 57% are expecting an impact on people's sense of pride in the community, more of them believe it will be positive (50%) than believe it will be negative (38%). Further, 73% of respondents believe there will be an impact on how much charities do for the community, and more believe it will be a positive impact (65%) than a negative one (26%). (However, 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



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 34 respondents (or 13% 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 21 respondents). The next most frequently mentioned impact was on **traffic congestion and accidents** (9 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 gaming opportunities is people at lower income levels. 26% of respondents felt lower-income people would be most affected by the new gaming opportunities (this view was more prevalent among those middle-income respondents with a total family income between $30,000 and $60,000); twenty times as many respondents thought the impact on these people would be negative as thought it would be positive. 22% felt that the impact would be spread equally among all members of the community generally; two-thirds of the respondents felt this 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). 8% felt youth would be most affected; twice as many anticipated a negative impact on youth as did a positive impact. The remaining responses were spread among the other possible alternatives.

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 will be the site of the new charity casino: was it “very safe”, “somewhat safe”, “somewhat unsafe” or “very unsafe”? A scant majority (54%) of all respondents felt it was “very safe” or “somewhat safe” to walk around the site alone at night. Unsurprisingly, close to twice as many men (66%) as women (38%) thought it was safe.

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". **About the same number of respondents think the advent of the new gaming opportunities will make the immediate area a less safe place to walk alone at night (36%) as think there will be no effect on safety (35%)**; 26% think it will make the area safer.

4.6 Overall Perceptions of Economic and Social 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". Generally, **opinion on social effects is deeply divided. A significant proportion of the group did not express a definitive view either way on economic effects, but among those with a clear view, twice as many believed the economic effect would be positive as believed it would be negative.**

- More respondents think the **overall economic impact** on the economic well-being of the community will be **positive** (44%, including 16% who believe it will be "very positive") than believe it will be negative (23%, including 4% who believe it will be "very negative"). 33% did not know or thought it would be neither good nor bad.

- Slightly more respondents think the **overall impact on individual and social well-being** will be **negative** (30%, including 8% who believe it will be "very negative") than believe it will be positive (26%, including 8% who believe it will be "very positive"); 44% did not know or rated it neutral. Women and people with more education tend to be more negative; men, single people and people with only a high school education or less tend to be more positive.

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 49% think there will be "no real change" in their community as a relatively "good place to live", 24% think the advent of new gaming opportunities will make the community "a worse place to live" and 24% think the result will be "a better place to live". People under the age of 35 were significantly less likely to believe that the charity casino would make the community a better place to live.

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 responses on the Post-Opening Survey in order to determine if people's perceptions of the frequency and seriousness of these behaviours shift over time.

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	50%
compulsive gambling	29%
drug addiction	28%

Respondents rate compulsive gambling as **considerably less serious than tobacco smoking and alcoholism, but only slightly less serious than 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":

tobacco smoking	68%
alcoholism	50%
drug addiction	32%
compulsive gambling	28%

Chapter 5 : Gambling Behaviour of Brant County Residents

5.1 The South Oaks Gambling Screen

Part Two of the interview, administered to 1047 individuals in Brant 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 1047 Brant County 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 quarter of the respondents had been to a casino in the past year (the closest casino to Brantford is in Windsor, a two-hour drive away).

Table 1 and Figure 3 (next page) 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 Brant County Respondents in Various Games in Past Year

Type of Game	Percentage of Respondents
Fixed-date lotteries	65%

Instant-Win tickets	53%
Casinos	28%
Slot machines or VLTs	23%
Cards	13%
Bingo	11%
Other sports	11%
Stock market or commodities	10%
Played pool, golf, etc.	9%
Horse races, dog races, etc.	8%
Dice games	3%
Other	1%

5.3 Frequency of Play

Respondents were also asked how frequently they had engaged in various types of betting, if they had previously indicated they had gambled in the past 12 months. As suggested in Table 2,

Table 2. Frequency of Play of Brant County 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	47%	16%	14%	23%
Instant-Win tickets	35%	18%	17%	30%
Other sports	31%	17%	16%	36%
Played pool, golf, etc.	23%	10%	23%	43%
Stock market, commodities, etc.	19%	5%	25%	46%
Bingo	19%	11%	16%	54%
Cards	18%	11%	15%	57%
Horse races, dog races, etc.	9%	4%	8%	79%
Casinos	3%	1%	10%	86%

Slot machines or VLTs	1%	2%	12%	85%

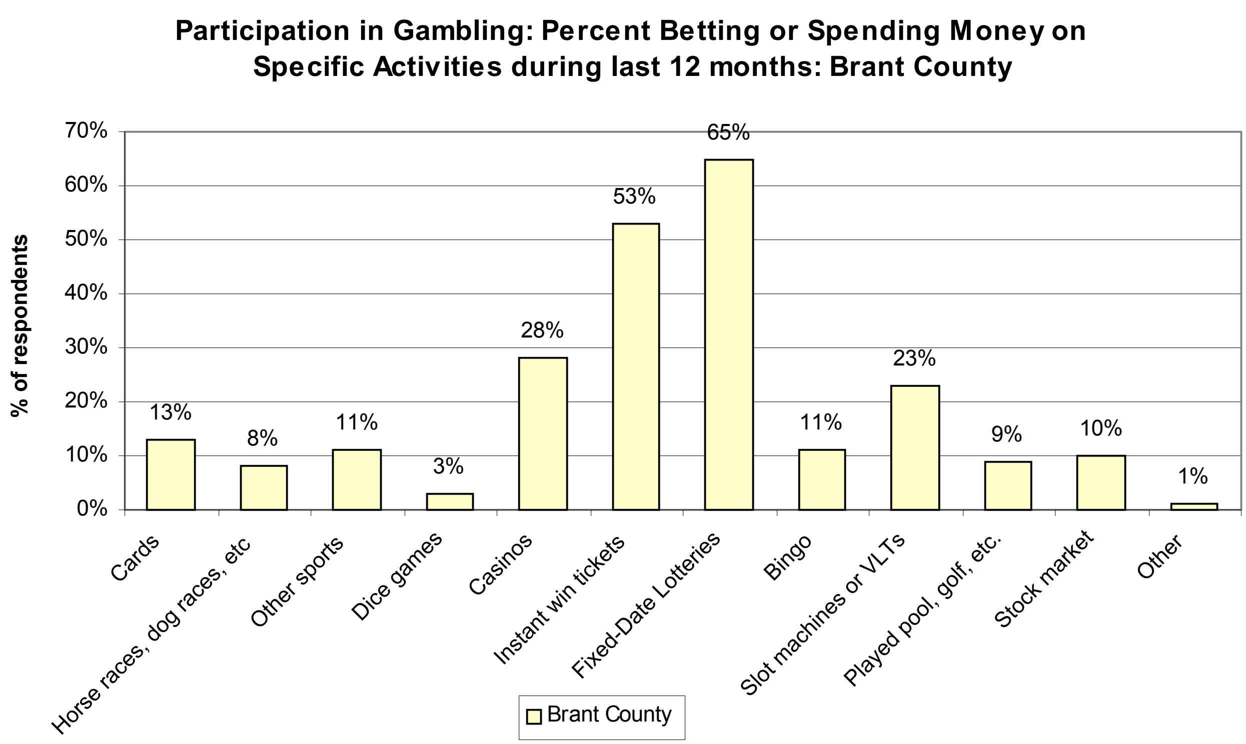
lotteries are not only the most commonly played game, they are also the most frequently played, with close to half the respondents indicating they had played lotteries once a week or more over the past year. Playing sports for money is also a frequent occurrence for many respondents, with a third of the participants indicating they bet on the sports they engaged in once a week or more. Instant-win tickets, sports betting other than racing, and stock market playing are also played in at least once a week by about a quarter of those who played. 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.)

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 Brant County 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 20% of all respondents engage in at least one form of betting once a week, and 20% engage in at least one form more than once a week. When fixed-date lotteries are excluded from this analysis, it is seen that 14% of respondents bet on some type of game once a week, and 10% do so more than once a week. When both lotteries and instant-win tickets are excluded, there are still 5% of the respondents who gamble once a week, and 5% who gamble more than once a week.

Table 3. Frequency of Play for All Forms of Gambling Combined, Brant County

	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	60%	20%	20%
All games excluding fixed-date lotteries	76%	14%	10%
All games excluding lotteries and instant-win	91%	5%	5%

FIGURE 3 : Participation in Gambling



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. Three out of ten respondents (29%) stated they had spent nothing on gaming in the previous month. About a quarter spent less than $10, and another three out of ten spent between $10 and $49. A total of 9% 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:

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 are – they are lower than one would expect from looking at the amounts reported for the previous month.

Table 4. Expenditures of Brant County Respondents on All Forms of Gambling in Past Month

Amount Bet in Past Month	Percentage of Respondents
Nothing	29%
Less than $10	24%
$10 - $49	29%
$50 - $99	8%
$100 - $199	3%
$200 - $499	3%
$500 or more	2%
Don’t know/missing	1%

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. People in households with the two lowest income ranges are more likely to have spent “nothing” on gambling in the past month than those in the higher income ranges. People in the highest family income brackets also appear more frequently in the highest gambling expenditure categories. These differences are statistically significant – they are highly unlikely to occur by chance (chi-square = 56.02; df = 30; significance = .003). The table does not include the 20% of respondents who refused to indicate their total household income.

Table 5. Expenditures on Gambling in Past Month Broken down by Total Household Income, Brant County

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	41%	34%	23%	20%	29%	20%	28%
Less than $10	29%	22%	26%	28%	27%	21%	25%
$10-$49	25%	31%	32%	32%	27%	34%	30%
$50-$99	3%	7%	8%	9%	9%	11%	8%
$100 or more	3%	7%	10%	12%	7%	13%	9%
Number of Respondents	126	116	124	122	184	169	841

5.5 SOGS Scores of Brant County Residents

The remainder of Part Two incorporates the scored items of the South Oaks Gambling Screen (SOGS). 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 Brant County, the following rates were found. They are consistent with rates found in other North American communities:

Table 6. Tallied SOGS scores for Brant County Respondents		
Total SOGS score	Number of Respondents	Percentage of Respondents
Score of 0 – 2 (indicating no problem)	1018	97.2%
Score of 3 or 4 (indicating problem gambler)	18	1.7%
Score of 5 or more (indicting probable pathological gambler)	11	1.0%
Total – all completed SOGS interviews	1047	99.9%*

* Percentages do not add to 100 due to rounding.

These figures may be compared to the 37 people who have been admitted to counselling at Addiction Services of Brant 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. 58% of Brant County 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, **5.6% 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. However, Brant County residents showed the following frequencies of indulgence:

- smoking habits: 25% daily smokers; 7% occasional smokers; 66% non-smokers

- alcohol consumption: 4% daily; 5% 4 to 6 times a week; 13% 2 to 3 times a week; 12% once a week; 20% once or twice a month; 21% less than once a month; 22% teetotalers

- exercise habits: 11% never exercise; 10% exercised less than five times in the past month; 11% exercised 5-8 times in the past month; 10% exercised 9-12 times in the past month; the remainder (48%) 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 Brant County over the five years prior to the charity casino opening.

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.

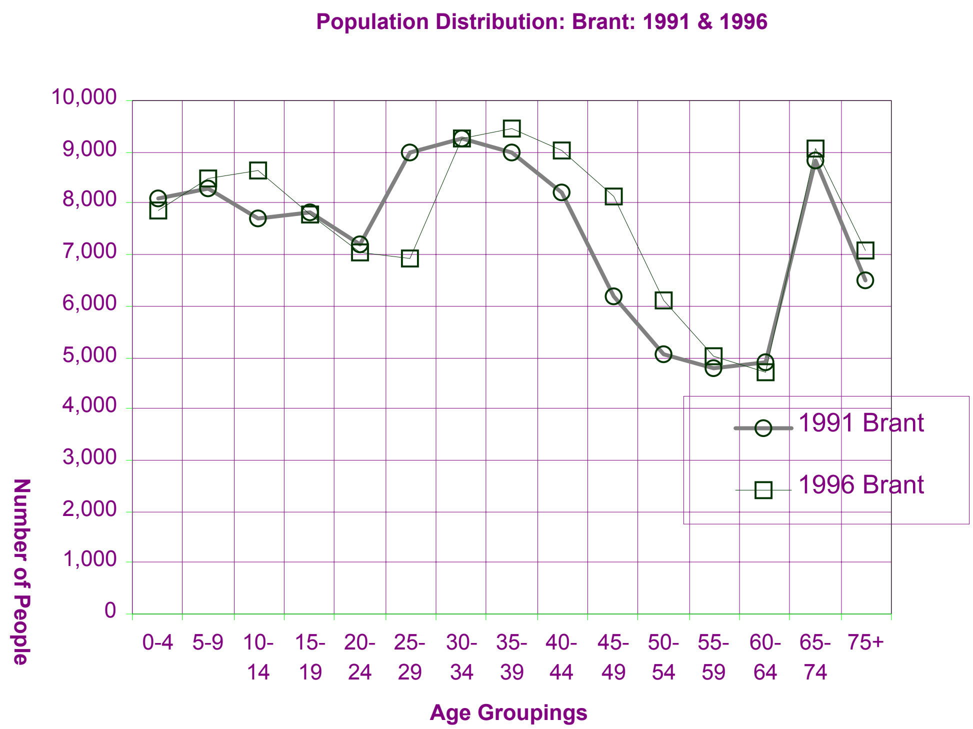
Chapter 2 : Population

According to the 1991 and 1996 Census, the population of the Census Agglomeration (CA) which encompasses Brantford grew from 97,105 to 102,300, and the Financial Post *Canadian Markets* estimates that in 1999 the CA population had again grown modestly to 103,700.

The population of the broader Brant County also increased between 1991 and 1996 – i.e. by 3.4% from 110,790 to 114,570 This growth is, however lower than the 5.6% upward growth in population for the province as a whole for the same period.

The following chart – for Brant County -- shows how the numbers of people in different age categories changed significantly between 1991 and 1996. Most pronounced is

- •the decrease of 1,085 in the numbers of people aged 25 to 29, and
- •the increase of 3,820 in the number of people aged 40 to 54.



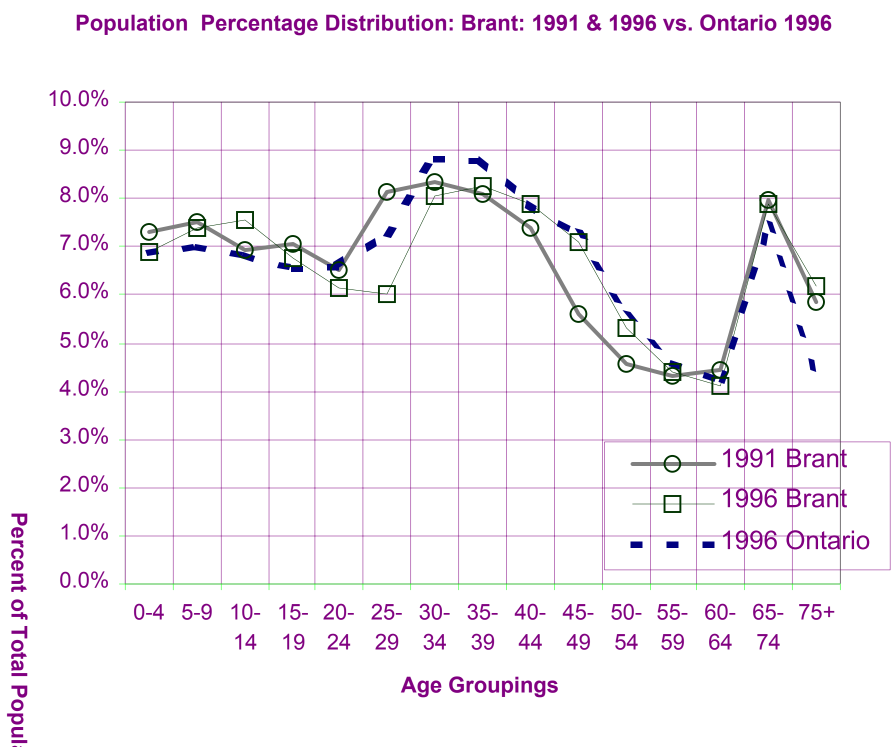
Evident as well is the aging of the “baby boom” bulge within the population – which in 1991 was centred around the 30 to 34 age category and in 1996 was centred around the 35 to 39 age category. In future years, this bulge in the population will center around older and older age categories..

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 Brant County 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 Brant County and Ontario populations, shows many similarities in the age distributions. However, :

- Brant County has proportionally more persons 5 to 14 years old (14.9% vs. 13.9%); however,
- Brant County has proportionally *fewer* persons 25 to 34 years old (14.1% vs. 16.1%).



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 Brant County has been slower to enjoy the economic recovery which was being enjoyed in the province as a whole during the period. This may be in part due to the magnitude of the business closures and downsizing which occurred in the area during the 1980s, from which a rapid recovery would not be expected. The labour force appears to be decreasing in size, and labour participation rates, already lower than in the province as a whole, appear to be decreasing.

However, there were optimistic signs during the period as well. The opening of Highway 403 in 1998 has brought more direct and quicker access for vehicular traffic of all kinds to and from the East, South and West. Housing values and housing starts appeared to be stable or even increasing, and there appeared to be gains in the latter years of the period in real income and retail spending. Business closures have slowed, and investment has been relatively stable.

3.2 Work

The labour force participation rate in Brant County is slightly lower than in the province as a whole, ranging around 60% (not seasonally adjusted), and it decreased in 1997 and 1998.

It is not possible to calculate a reliable unemployment rate for Brant County from the available data, since the low sample numbers from the Labour Force Survey would provide an unacceptable margin of error. In "Region 550", which encompasses a much larger area – including Brant County, Niagara, Hamilton-Wentworth and Haldimand-Norfolk – the unemployment rate has been decreasing over the five-year period.

Numbers are available on active Employment Insurance Claimants in the Brant County area; these decreased significantly over the five-year period. A number of different factors seem to be at work in these changes – factors which pertain to the country and the province as a whole –

including the tightening of eligibility requirements which occurred in July of 1994, and increases in long-term unemployment.

3.3 Income

According to the Financial Post Datagroup reports on *Canadian Markets*, the *per capita* income in Brantford has risen over the period, beginning in 1997.

3.4 *Per Capita* Retail Sales

Per capita retail sales have been stable over the period, appearing to increase significantly in 1999.

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 Brant County, average caseloads for general welfare assistance have declined steadily since 1993.

3.6 Business Name Registrations

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

3.7 Bankruptcies

The numbers of commercial bankruptcies in Brantford are small, making trend comparisons difficult. Consumer bankruptcies increased in 1996 and 1997, paralleling developments in the province generally.

3.8 Construction Activity

There has been no clear pattern in the value of construction (as measured in building permits). A large decline from 1994 to 1996 was partially recovered in 1997.

3.9 New Dwelling Unit Starts

New starts of housing units, after declining significantly from 1994 to 1996, increased in 1997 and again in 1998. This parallels 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 declined slightly for detached bungalows since 1994, but have increased somewhat for standard two-storey homes. 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 Visitors to Selected Tourist Destinations

Tourist information inquiries and visitors to selected local tourism attractions have increased over the five-year period.

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. **[Awaiting data from Brantford Police Service]**

4.2 Charity Gaming

[Awaiting analysis of muncipally licensed charity gaming revenues] Data on charity revenue from provincially licensed gaming events were not available as of this writing.

4.3 Divorces

The number of divorces granted in the area has declined over the period.

4.4 Suicides

The total numbers of suicides in Brantford are small, making trend comparisons difficult.

4.5 Alcohol Consumption

The number of liquor licensed establishments in Brantford has remained steady over the five-year period. **[Awaiting data on alcohol sales from the LCBO]**

4.6 Credit/Debt Counselling

There was an increase in 1996/97 in the number of new applications for credit counselling at the Family Counselling Centre of Brant, and since then the numbers have remained relatively stable. These numbers reflect requests for credit counselling of all types, and are not necessarily related to gambling.

4.7 Children in Care

The numbers of children in foster or other care in the County on January 1 have been very stable over the five-year period.

Part 4: Appendix A: Supporting Data

Chapter 1 : Population

Population of Brant County, Actual and *Estimated						
	1994	**1995**	**1996**	**1997**	**1998**	**1999**
Number	110,806*		114,564			
Source: 1991 and 1996 Census.						
* Estimated from 1991 Census.						
Population of Brantford CA, Actual and *Estimated						
	1994	**1995**	**1996**	**1997**	**1998**	**1999**
Number	*97,900	*98,800	102,300	*101,100	NA	*103,700
Source: 1996 Census and *Financial Post, Canadian Markets						
Population of Brantford, Actual and *Estimated						
	1994	**1995**	**1996**	**1997**	**1998**	**1999**
Number	84,500*	85,700*	84,764			
Source: City of Brantford Engineering Department						

Chapter 2 : Economic

Per Capita Income ($)						
	1994	1995	1996	1997	1998	1999
Income	16,700	16,700	16,500	18,200	NA	19,300
Source: Financial Post, Canadian Markets						

Per Capita Retail Sales Estimate ($)						
	1994	1995	1996	1997	1998	1999
Retail Sales per Capita	6,100	6,300	6,400	6,600	NA	8,900
Source: Financial Post, Canadian Markets						

Estimated Labour Force Size and Average Participation Rate						
	1994	1995	1996	1997	1998	1999
Labour Force (est.)	50,200	52,400	53,000	51,000	47,400	
Participation Rate (%)	63.0	62.0	62.1	59.3	54.8	
Source: Labour Force Survey and HRDC.						

Average Unemployment Rate (%)						
	1994	1995	1996	1997	1998	1999
Brant County			9.5*			
Brantford			10.2*			9.8***
Region 550**	9.5**	8.1**	8.4**	8.4**	6.6**	

* Source: 1996 Census data. Labour Force Survey sample sizes are too small to permit accurate estimates for other years for Brantford and Brant County.

** Source: Labour Force Survey and HRDC. Region 550 is a much larger area which includes Niagara, Hamilton-Wentworth and Haldimand-Norfolk.

*** Source: Estimate, Financial Post, *Canadian Markets*

Average Number of Regular Employment Insurance Beneficiaries						
	1994	**1995**	**1996**	**1997**	**1998**	**1999**
Number	4,583	3,688	4,191	3,919	3,284	
Source: HRDC.						

Average General Welfare Assistance Caseloads						
	1994	**1995**	**1996**	**1997**	**1998**	**1999**
Number	2,922	2,440	2,014	1,893	1,659	
Source: Ontario Works, Brant County.						

Business Name Registrations						
	1994/95	**1995/96**	**1996/97**	**1997/98**	**1998/99**	**1999/00**
Number	NA	202	779	888	911	NA
Source: Ontario Ministry of Consumer and Commercial Relations						
* Increase over time may be largely due to decentralization of registration process.						

Commercial Bankruptcies						
	1994	**1995**	**1996**	**1997**	**1998**	**1999**
Number	NA	50	47	41	30	
Source: Industry Canada, Office of the Superintendent of Bankruptcy						

Consumer Bankruptcies						
	1994	**1995**	**1996**	**1997**	**1998**	**1999**
Number	NA	247	335	384	380	
Source: Industry Canada, Office of the Superintendent of Bankruptcy						

Home Ownership and Rental (Estimates) - Brantford						
	1994	1995	1996	1997	1998	1999
Owner-Occupied Dwellings	23,540*	23,540*	24,060**	NA	NA	24,730**
Rented Dwellings	12,065*	12,065*	12,802**	NA	NA	13,573**
Ratio	1.95	1.95	1.87	NA	NA	1.82
Source: Financial Post, Canadian Markets						
* Estimate from 1991 Census.						

Homes Built - Brantford						
	1994	1995	1996	1997	1998	1999
Number	528	283	189	264	NA	NA
Source: Financial Post, Canadian Markets						

New Dwelling Unit Starts - Brantford CA						
	1994	1995	1996	1997	1998	1999
Number of Units	361	240	180	296	357	NA
Source: Canada Mortgage and Housing, Housing Information Monthly						

Average Housing Prices ($) - Brantford						
	1994	1995	1996	1997	1998	1999
Detached Bungalow	122,000	120,000	117,000	117,000	117,000	118,000
Standard 2-Storey	107,000	105,000	106,000	106,000	117,000	117,000
Source: Royal Trust Survey of Canadian House Prices. Spring Values						

Housing Resales - Brantford						
	1994	**1995**	**1996**	**1997**	**1998**	**1999**
Number	1,238	1,275	1,536	1,529	1,632	1,716
Source: Brantford and District Real Estate Board						

Building Permits Value ($000) - Brantford						
	1994	**1995**	**1996**	**1997**	**1998**	**1999**
Value	64,051	53,884	39,878	56,215	NA	NA
Source: Financial Post, Canadian Markets						

Total Number of Visits to Selected* Tourist Destinations/Events in Brant						
	1994	**1995**	**1996**	**1997**	**1998**	**1999**
Tourism Brantford Inquiries	15,586	17,806	15,891	19,675	20,535	NA
Attractions	688,364	791,024	986,030	875,879	891,557	NA
Source: Brantford Parks, Recreation and Tourism						

Chapter 3 : Social

Completed Divorces - Brantford						
	1994	1995	1996	1997	1998	1999
Number	300	318	257	243	NA	NA
Source: Ontario Court (General Division)						

Number of Liquor Licensed Establishments						
	1994	1995	1996	1997	1998	1999
Number	120	113	113	111	114	118
Source: Alcohol and Gaming Commission of Ontario						

Suicides - Brantford and Brant County						
	1994	1995	1996	1997	1998	1999
Number	24	16	27	22	23	NA
Source: Office of the Chief Coroner, Ontario						

Individuals seeking Debt/Credit Counselling						
	1994/95	1995/96	1996/97	1997/98	1998/99	1999/00
New Applications	157	167	203	226	203	
Source: Family Counselling Centre of Brant						

Children in Care - January 1						
	1994	1995	1996	1997	1998	1999
Number	166	162	152	155	156	NA
Source: Children's Aid Society of Brant						

Litres of Alcohol sold at LCBO outlets, Brantford						
	1994/95	1995/96	1996/97	1997/98	1998/99	1999/00
Beer	177,042	200,590	236,602	263,535	327,460	NA
Wine	416,471	440,331	465,172	462,868	487,869	NA
Spirits	392,375	423,912	444,598	501,248	556,143	NA
Rate*	14.8	16.0	14.1	18.5	20.7	NA
Source: LCBO						
* Total number of litres sold at LCBO per residents 15 years or older.						

Waiting Lists for Rent-Geared-to-Income Housing (Public Housing only), December 31, Brant County						
	1994	1995	1996	1997	1998	1999/00
Number	821	933	970	NA	1,109	
Source: Ontario Ministry of Municipal Affairs and Housing						

Police Reported Incidents - City of Brantford						
	1994	1995	1996	1997	1998	1999
Violent Crimes						
Homicide						
Assaults						
Domestic Assaults						
Sexual Assaults						
Robbery						
Rate*						

Property Crimes						
Break and Enter						
Motor Vehicle Theft						
Theft over**						
Theft under**						
Frauds and Stolen Goods						
Rate*						
Impaired Driving						
Rate*						
Source: Brantford 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 - Brantford						
	1994/95	**1995/96**	**1996/97**	**1997/98**	**1998/99***	**1998/99***
Lotto 6/49			112.09	91.84	70.54	
6/49 Encore			22.37	19.36	14.48	
Super 7			14.99	28.82	14.13	
Super 7 Encore			0.47	5.67	3.31	
Lottario			11.89	10.12	6.74	
Pick 3			5.59	5.79	4.85	
Daily Keno			9.67	8.81	5.79	
Proline			19.11	18.14	12.25	
Over/Under			5.04	3.02	2.13	
Point Spread			3.04	4.74	3.13	
$1 Instant			9.75	10.17	10.11	
$2 Instant			28.97	29.26	17.94	
Instant Bingo			40.30	49.50	29.70	
Instant Keno			17.18	17.13	10.20	
Battleship			13.30	8.83	2.39	
$5 Instant			17.88	23.00	11.01	
Group Play Bingo			NA	1.29	NA	
Ontario 49			NA	2.82	3.35	
Ontario 49 Encore			NA	1.21	1.38	
Monopoly			NA	5.54	3.08	

Source: Ontario Lottery Corporation
* Data for first three quarters only.

Bingo Attendance - March 25, 1997 to March 31, 1999		
	Attendance	**Games**
Delta Bingo	224,491	725
Brant Bingo	27,995	228
Charities Bingo Palace	130,167	686