

Three-Quarters of Massachusetts Residents Gamble Before Massachusetts Casinos Open

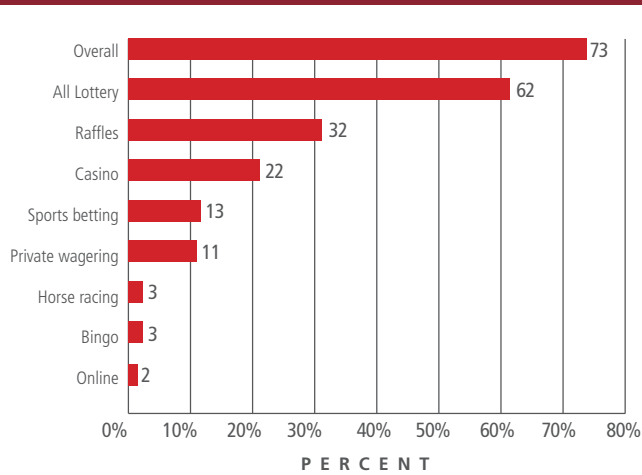
With the passage of the Expanded Gaming Act, Massachusetts will host three casinos and a slot parlor. The SEIGMA team took a “snapshot” to understand how Massachusetts residents participated in gambling prior to casinos and the key demographic groups who are more likely to gamble. Here, we summarize findings from SEIGMA’s *Gambling and Problem Gambling in Massachusetts: Results of a Baseline Population Survey* based on responses from approximately 10,000 Massachusetts adults.

In 2013, nearly three-quarters of Massachusetts residents reported participating in one or more of these gambling activities in the past year:

- A quarter of the Massachusetts adult population did not gamble, 35% gambled yearly, 20% gambled monthly, and 18% gambled weekly
- Approximately 6 in 10 people reported playing the lottery
- Just under a quarter (22%) of Massachusetts adults reported visiting casinos to gamble. Over half of people who did so (66%) visited casinos in Connecticut

Despite not having any casinos in 2013, the past-year casino participation rate in Massachusetts was similar to participation rates in some other U.S. jurisdictions with newly introduced casinos, including Maryland and Ohio. The past-year casino gambling rate was higher in U.S. states with mature casino industries compared with Massachusetts, such as Connecticut and Iowa.

Gambling Participation by Activity Prior to MA Casinos



Who is more likely to gamble in Massachusetts?

- Men are more likely to gamble than women (77% of men vs. 70% of women)
- Middle-aged adults (25-64) are more likely to gamble than younger adults (75% of middle aged adults compared to 55% of young adults)
- Those who identify as White are more likely to gamble than those who identify as Hispanic, Black, or Asian (76% of Whites compared to 63% of Hispanics, 66% of Blacks, 56% of Asians)

SEIGMA PROJECT OVERVIEW

SEIGMA is a project that uses experts from several disciplines to carry out the different parts of the Massachusetts Gaming Commission's research effort. The project team is dedicated to working closely with many other groups throughout the Commonwealth. The study uses a state-of-the-art design, rigorous data collection and research methods, and a careful analytic approach to establish the effects of casino gambling at state, regional, and local levels. The SEIGMA team collects its own data as well as using data gathered by other organizations. The SEIGMA study is funded by the Massachusetts Gaming Commission.