

University of Nevada, Las Vegas
Center for Gaming Research Update
December 2013

Updated Report: National Commercial Casino Gaming: Monthly Revenues

This month, the Center updated and expanded its newest report:

[National Commercial Casino Gaming: Monthly Revenues](#)

Combined Win Figure for (Nearly) Every U.S. Commercial Casino and Racino Jurisdiction

For the first time that we are aware of, this report compiles in a single, publicly-accessible place, all reported revenue figures for commercial gaming in the United States on a monthly basis. While there are a few states left out, we believe this is the most complete and most current data on gaming win in individual states and the United States as a whole available to the general public.

This month, the report has added data for Delaware and Kansas.

Two Reports on Monthly Nevada Gaming Revenues

The Center released the [Nevada Gaming Statistics: October Comparison](#), which examines revenue trends for Statewide, Las Vegas Strip, Downtown Las Vegas, Boulder Strip, and Washoe County for the month of September for the past ten years.

In addition, the [Nevada Gaming Statistics: The Last Six Months](#) summary was updated with current information.

New report: Atlantic City October 2013 Summary

This is the latest in a series of monthly reports recapping the monthly statistical releases from the Division of Gaming Enforcement and providing a level of analysis not provided in the official release

[Atlantic City October 2013 Summary](#)

October 2013 and Year to Date Revenue Results

Updated Reports: Monthly Casino Revenues

The following reports were updated in July:

[Ohio Casinos: Monthly Revenues](#)

Table and Slot Machine Operating Statistics

[Maryland Casinos: Monthly Revenues](#)

Gross Terminal Revenue, Number of Machines, and Win/Unit/Day

[Connecticut Tribal Casinos: Monthly Slot Data](#)

Monthly Handle, Win, Promotional and Other Totals

[Florida Racinos: Monthly Slot Revenues](#)

Units, Credits In, Promotional Credits, Net Revenues, and Other Metrics

[Detroit Casinos: Monthly Statistics](#)

Revenues, Year/Year Change, and Market Share by Casino

William R. Eadington, 1946-2013

The gaming industry lost a major figure earlier this year when Bill Eadington, director of the Institute for the Study of Gaming and Commercial Gambling at the University of Nevada, Reno, passed away. UNLV Libraries has set up a fund to rename the program the William R. Eadington Gaming Fellows, ensuring that “Eadington fellows” will be studying gambling and keeping his work alive for years to come. To contribute to the fund, please contact Libraries development director Tamara Michel Josserand at (702) 895-2239 or tamara.josserand@unlv.edu. To donate online, please [go to this page](#) and, in the scroll down menu, select “Eadington Fellows.”

Sharing Expertise with the Media

In November, Center Director David G. Schwartz spoke with approximately 38 print, online, radio, and television media contacts about topics ranging from gaming expansion in Massachusetts to new expansion in New York and New Jersey’s online gaming.

Getting in Touch

To learn more about the Center’s work, discuss how to get involved with supporting the Center, or simply share your comments, please contact director **David G. Schwartz**, 702 895 2242, or dgs@unlv.nevada.edu.

About the Center for Gaming Research

Located within Special Collections at UNLV's state-of-the-art Lied Library, the Center for Gaming Research is committed to providing support for scholarly inquiry into all aspects of gaming. Through its website, <http://gaming.unlv.edu>, the Center offers several unique research tools and information sources.

About the University of Nevada, Las Vegas

UNLV is a doctoral-degree-granting institution of 28,000 students and 3,300 faculty and staff. Founded in 1957, the university offers more than 220 undergraduate, masters and doctoral degree programs. UNLV is located on a 332-acre campus in dynamic Southern Nevada and is classified in the category of Research Universities (high research activity) by the Carnegie Foundation for the Advancement of Teaching.