

TO: Recreational Gaming Association of Washington
FR: EMC Research
DT: February 23, 2012
RE: Highlights of Statewide Survey

METHODOLOGY

This memo highlights the results of a statewide survey conducted February 15-19, 2012 for the Recreational Gaming Association of Washington. A total of 500 interviews were conducted with likely November 2012 voters. The margin of error for the overall results is ±4.0 percentage points at the 95% confidence interval.

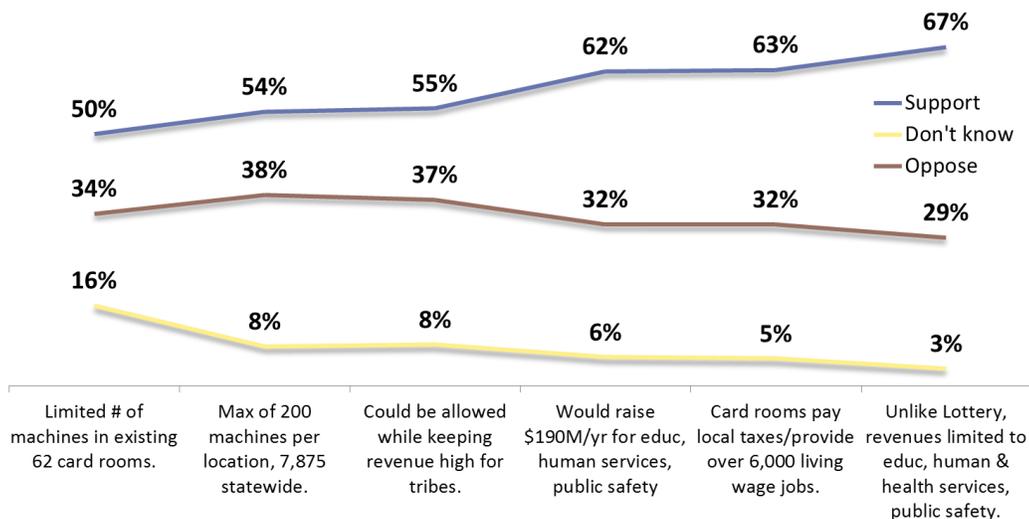
KEY FINDINGS

Half of likely voters (50%) initially support “allowing a limited number of electronic gaming machines in the state’s existing sixty two card rooms”— only a third (34%) are opposed. Support increases as voters learn more about the proposal and reaches as high as two-thirds (67%) of likely voters.

- By a 50% to 34% margin, likely voters initially support a proposal to allow “a limited number of electronic gaming machines only in the state’s existing 62 card rooms.” Sixteen percent (16%) are undecided.
- Support reaches two-thirds (67%) when voters are told that “revenues from electronic gaming machines would be strictly limited to funding education, human and health services, and public safety.”
- Democrats are most supportive initially (54% Support / 33% Oppose), followed by Independents (49% / 33%) and Republicans (46% / 36%). Support in all three groups increases dramatically and reaches two-thirds with Democrats, Independents and Republicans.
- Initial support is highest in Central/Eastern Washington (55% Support / 31% Oppose), followed by Puget Sound (50% / 33%), and Western Washington (46% / 37%). Support reaches 75% in Eastern WA, 67% in Western Washington and 63% in Puget Sound.

Support for Electronic Gaming Machines in Card Rooms

Now I'd like to read you some more information about this bill. (READ AFTER EACH) Having heard this, do you support or oppose allowing a limited number of electronic gaming machines in existing non-tribal card rooms?



A strong majority (62%) of likely voters oppose a half cent increase in the state sales tax – only a third (36%) support a sales tax increase. When given the choice between raising the sales tax to provide new revenue or allowing electronic gaming in card rooms to provide new revenue, voters prefer electronic gaming in card rooms by a 31-point margin (53% Card Rooms / 22% Sales Tax).

Three-fourths (75%) of likely voters either approve of legalized gambling (56%) or “feel it may be okay for others, but not for [them]” (19%). Only 23% disapprove of legalized gambling.

- Strong majorities of Democrats (81% Approve/OK for others), Independents (79%) and Republicans (64%) either approve of legalized gambling or feel it is okay for others.
- Most voters in Central/Eastern WA (78%) either approve of or are neutral (OK for others) about legalized gambling, as do voters in Puget Sound (77%), and Western WA (71%).

Opposition to the bill is primarily driven by voters who disapprove of all legalized gambling. (Graphs showing the support for the bill based on attitudes about legalized gambling are on the next page.)

- Those who approve of gambling start at 66% support for the bill and go as high as 80% support.
- Those who are neutral (gambling may be okay for others, but not for them) start at 46% support and go as high as 82% support.
- Those who disapprove of legalized gambling start at 17% support for the bill and do not get higher than 32% support.

FULL TEXT FOR VOTE QUESTIONS:

“There is a bill in the legislature that would allow a limited number of these electronic gaming machines in the state’s 62 existing non-tribal card rooms.”

“There would be a maximum of 200 machines in any one location, & no more than 7,875 total machines statewide.”

“This bill would raise as much as \$190 million a year, or three hundred and \$380 million per two-year budget, for critical programs that face deep cuts, like education, human services, and public safety.”

“Tribal gambling receipts continue to grow each year and increased by \$200 million dollars last year alone. Electronic gaming machines could be allowed in non-tribal establishments while keeping revenue levels high for the tribes.”

“Card rooms pay local taxes & provide over 6,000 living wage jobs in the communities where they operate. That’s why voters in communities with card rooms like Lakewood & Tukwila have overwhelmingly voted to keep them open.”

“Unlike the Lottery, state revenues from electronic gaming machines would be strictly limited to funding education, human and health services, and public safety.”

