

# MICROFILM DIVIDER

OMB/RECORDS MANAGEMENT DIVISION

SFN 2053 (2/85) 5M



ROLL NUMBER

DESCRIPTION

1495

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La Costa Rickford  
Operator's Signature

10/16/03  
Date

2003 HOUSE JUDICIARY

HB 1495

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Salvatore Riccardi  
Operator's Signature

10/16/03  
Date

2003 HOUSE STANDING COMMITTEE MINUTES

BILL/RESOLUTION NO. HB 1274 & 1495

House Judiciary Committee

Conference Committee

Hearing Date 2-5-03

Tape Number	Side A	Side B	Meter #
1		xxx	17-end
Committee Clerk Signature <i>Al Penrose</i>			

**Minutes:** 13 members present.

**Chairman DeKrey:** We will open the hearing on HB 1274 and HB 1495. They will be heard together.

**Rep. Dave Weller:** Introduced HB 1274.

**Rep. Boehning:** Introduced HB 1495.

**Rep. Delmore:** Support HB 1495 and HB 1274. I have always been an advocate for the charitable gaming industry. We set it up to give them some money towards their good causes.

**Rep. Tom Kelsch:** Support - we need to allow the charities to run gaming (see attached testimony and survey, tape 1, side b, 19.4-31).

**Rep. Klemin:** With this combination of bills, will this allow charities to run casinos with all the games.

**Rep. Kelsch:** Right now they would be able to operate some type of casino if they want, to operate the games that are allowed now. If both passed, they would be able to operate an

Page 2  
House Judiciary Committee  
Bill/Resolution Number HB 1274 & 1495)  
Hearing Date 2-5-03

establishment that had poker and also had the game devices. Whether they would operate a casino like Prairie Knights Casino, I don't know that that would happen, but I don't know of anything that would prohibit that.

**Rep. Klemin:** Could they?

**Rep. Kelsch:** I don't think there would be anything to prevent them from doing it now, with the games that are allowed.

**Chairman DeKrey:** Thank you.

**Rick Stenseth, Charitable Gaming Association of ND:** We support both bills (tape 1, side b, 33-41).

**Rep. Onstad:** Has charitable gaming ever considered a joint venture with casinos.

**Mr. Stenseth:** No, this haven't been pursued, since tribal pacs are negotiated with the Governor and ours are administered by the Legislative body.

**Rep. Klemin:** I don't know anything about what is in the agreements with the tribes, is there anything in those agreements that would preclude charitable gaming?

**Mr. Stenseth:** No, I don't think so. Those are individual tribal pacs negotiated with the Governor and don't effect the legislative authority over charitable gaming.

**Chairman DeKrey:** Thank you.

**Remy Brook, Charitable Gaming Association:** Support. (43.2-44.6)

**Gary Fournier, Gaming Manager for the Greater Grand Forks Convention & Visitors**

**Bureau:** Support (44.8-47.0).

**Chairman DeKrey:** Thank you.

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House Judiciary Committee  
Bill/Resolution Number HB 1274 & 1495)  
Hearing Date 2-5-03

**Warren DeKrey, ND Council on Gambling Problems:** Oppose (Tape 1, side b, 47.7-end,  
Tape 2, side a 0-1.8) ND already has legal charitable games.

**Chairman DeKrey:** Thank you.

**Governor Link, ND Council on Gambling Problems:** Opposed (Tape 2, side a 1.8-5) What is  
the impact of gambling in ND. All we are talking about here is the money that will be raised, at  
what cost to the people of ND.

**Chairman DeKrey:** Thank you.

**Wayne Wolf:** Opposed (5-11.3) Gambling ruined my life, now that I have my life back, I  
moved to North Dakota since South Dakota is filthy with gambling. Don't made ND the same as  
SD.

**Chairman DeKrey:** Thank you.

**Warren Wenzel, Methodist pastor:** Opposed (see attached testimony, 11.6-16).

**Chairman DeKrey:** Thank you.

**Christina Kendel, ND Family Alliance:** Opposed (see attached testimony, 16.1-22.4). Enough  
is enough, we are gambling with the future of our children.

**Chairman DeKrey:** Thank you.

**Stephen Wisthoff, ND Council on Gambling Problems:** (see attached testimony) Opposed.

**Chairman DeKrey:** Thank you.

**Kurt Luger, Indian Gaming:** Opposed (24.6-34.5).

**Chairman DeKrey:** Thank you. Any questions.

**Rep. Onstad:** What are the tribal councils doing on behalf of the gambling addiction of your  
members.

Page 4  
House Judiciary Committee  
Bill/Resolution Number HB 1274 & 1495)  
Hearing Date 2-5-03

**Mr. Luger:** We worked with the 1996, and in 1997 we signed a statewide gambling contract with Mental Health Association. We again increased our contribution this year by 21%, and we also spend \$50,000 on the reservations separately.

**Chairman DeKrey:** Thank you.

**Keith Lauer, A.G's office:** The AG is neutral.

**Chairman DeKrey:** Thank you. We will now close the hearing.

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Jo Costa Rickford  
Operator's Signature

10/16/03  
Date

2003 HOUSE STANDING COMMITTEE MINUTES

BILL/RESOLUTION NO. HB 1495

House Judiciary Committee

Conference Committee

Hearing Date 2-5-03

Tape Number	Side A	Side B	Meter #
3	x		0-3.5
Committee Clerk Signature <i>Al Penrose</i>			

**Minutes:** 13 members present.

**Chairman DeKrey:** What are the committee's wishes in regard to HB 1495.

**Rep. Delmore:** I move the alternate wording for the amendment, pg 2, replace lines 3-7.

**Rep. Maragos:** Seconded.

**Voice vote:** Carried.

**Rep. Boehning:** I move a Do Pass as amended.

**Rep. Kretschmar:** Seconded.

**4 YES 9 NO 0 ABSENT DO PASS AS AMENDED FAILED**

**Rep. Grande:** I move a Do Not Pass as amended.

**Rep. Kingsbury:** Seconded.

**10 YES 3 NO 0 ABSENT DO NOT PASS AS AMENDED CARRIER: Rep. Bernstein**

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*La Costa Richardson* 10/16/03  
Operator's Signature Date

**FISCAL NOTE**  
 Requested by Legislative Council  
 02/07/2003

Amendment to: HB 1495

1A. **State fiscal effect:** Identify the state fiscal effect and the fiscal effect on agency appropriations compared to funding levels and appropriations anticipated under current law.

	2001-2003 Biennium		2003-2005 Biennium		2005-2007 Biennium	
	General Fund	Other Funds	General Fund	Other Funds	General Fund	Other Funds
Revenues	\$0	\$0	\$10,510,000	\$181,000	\$25,848,000	\$410,000
Expenditures	\$0	\$0	\$2,323,000	\$0	\$1,812,000	\$0
Appropriations	\$0	\$0	\$2,323,000	\$181,000	\$1,812,000	\$410,000

1B. **County, city, and school district fiscal effect:** Identify the fiscal effect on the appropriate political subdivision.

2001-2003 Biennium			2003-2005 Biennium			2005-2007 Biennium		
Counties	Cities	School Districts	Counties	Cities	School Districts	Counties	Cities	School Districts
\$0	\$0	\$0	(\$53,000)	(\$119,000)	\$0	(\$114,000)	(\$292,000)	\$0

2. **Narrative:** Identify the aspects of the measure which cause fiscal impact and include any comments relevant to your analysis.

The bill would enable licensed gaming organizations to use coin-operated gaming devices in the conduct of games of chance. The bill would prescribe a maximum bet limit, require video surveillance for gaming sites, set a monthly rent limit for each device that is necessary at a site, provide for a fixed gaming tax of 25% on adjusted gross proceeds (gross proceeds less prizes) of devices, require manufacturers of devices to apply for a manufacturer's license, and transfer one percent of the gaming device tax to the compulsive gambling prevention and treatment fund.

3. **State fiscal effect detail:** For information shown under state fiscal effect in 1A, please:

A. **Revenues:** Explain the revenue amounts. Provide detail, when appropriate, for each revenue type and fund affected and any amounts included in the executive budget.

General fund revenues represent the estimated increase in gaming and excise tax collections attributed to the use of coin-operated gaming devices in the charitable gaming industry starting January 1, 2004.

Other fund revenues represent one percent of the gaming device tax that would be transferred to the compulsive gambling prevention and treatment fund.

The negative county and city fiscal effect relates to the direct reduction in sales tax revenue and indirect reduction in sales tax state aid distributions caused by the estimated diversion of a certain sum of gross proceeds from bingo (on which sales tax applies) to coin-operated gaming devices.

Qualification: If two or more bills propose to increase gaming activity, each of the bills may impact each other and reduce the combined fiscal effect of the two or more bills.

B. **Expenditures:** Explain the expenditure amounts. Provide detail, when appropriate, for each agency, line item, and fund affected and the number of FTE positions affected.

General fund expenditures are estimated administrative and operating expenses. These expenses include salaries and fringe benefits, contractual services, vendor fees, telecommunications, computer equipment and software, and one-time start-up costs.

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Val Costa Richardson  
 Operator's Signature

10/16/03  
 Date

C. **Appropriations:** Explain the appropriation amounts. Provide detail, when appropriate, of the effect on the biennial appropriation for each agency and fund affected and any amounts included in the executive budget. Indicate the relationship between the amounts shown for expenditures and appropriations.

General fund appropriations equal the estimated general fund expenditures.

Other fund appropriations equals one percent of the gaming device tax that would be transferred to the compulsive gambling prevention and treatment fund.

<b>Name:</b>	Charles Keller/Kathy Roll	<b>Agency:</b>	Office of Attorney General
<b>Phone Number:</b>	328-4482/328-3622	<b>Date Prepared:</b>	02/10/2003

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Yolanda Richardson  
Operator's Signature

10/16/03  
Date

**FISCAL NOTE**  
 Requested by Legislative Council  
 01/21/2003

Bill/Resolution No.: HB 1495

**1A. State fiscal effect:** Identify the state fiscal effect and the fiscal effect on agency appropriations compared to funding levels and appropriations anticipated under current law.

	2001-2003 Biennium		2003-2005 Biennium		2005-2007 Biennium	
	General Fund	Other Funds	General Fund	Other Funds	General Fund	Other Funds
<b>Revenues</b>	\$0	\$0	\$10,691,000	\$0	\$26,258,000	\$0
<b>Expenditures</b>	\$0	\$0	\$2,323,000	\$0	\$1,812,000	\$0
<b>Appropriations</b>	\$0	\$0	\$2,323,000	\$0	\$1,812,000	\$0

**1B. County, city, and school district fiscal effect:** Identify the fiscal effect on the appropriate political subdivision.

2001-2003 Biennium			2003-2005 Biennium			2005-2007 Biennium		
Counties	Cities	School Districts	Counties	Cities	School Districts	Counties	Cities	School Districts
\$0	\$0	\$0	(\$53,000)	(\$119,000)	\$0	(\$114,000)	(\$292,000)	\$0

**2. Narrative:** Identify the aspects of the measure which cause fiscal impact and include any comments relevant to your analysis.

The bill would enable licensed gaming organizations to use coin-operated gaming devices in the conduct of games of chance. The bill would prescribe a maximum bet limit, require video surveillance for gaming sites, set a monthly rent limit for each device that is necessary at a site, provide for an additional tax of 20% on adjusted gross proceeds of devices, and require manufacturers of devices to apply for a manufacturer's license.

**3. State fiscal effect detail:** For information shown under state fiscal effect in 1A, please:

**A. Revenues:** Explain the revenue amounts. Provide detail, when appropriate, for each revenue type and fund affected and any amounts included in the executive budget.

General fund revenues represent the estimated increase in gaming and excise tax collections attributed to the use of coin-operated gaming devices in the charitable gaming industry starting January 1, 2004.

The negative county and city fiscal effect relates to the direct reduction in sales tax revenue and indirect reduction in sales tax state aid distributions caused by the estimated diversion of a certain sum of gross proceeds from bingo (on which sales tax applies) to coin-operated gaming devices.

Qualification: If two or more bills propose to increase gaming activity, each of the bills may impact each other and reduce the combined fiscal effect of the two or more bills.

**B. Expenditures:** Explain the expenditure amounts. Provide detail, when appropriate, for each agency, line item, and fund affected and the number of FTE positions affected.

General fund expenditures are estimated administrative and operating expenses. These expenses include salaries and fringe benefits, contractual services, vendor fees, telecommunications, computer equipment and software, and one-time start-up costs.

**C. Appropriations:** Explain the appropriation amounts. Provide detail, when appropriate, of the effect on the biennial appropriation for each agency and fund affected and any amounts included in the executive

budget. Indicate the relationship between the amounts shown for expenditures and appropriations.

General fund appropriations equal the estimated general fund expenditures.

Name:	Charles Keller/Kathy Roll	Agency:	Office of Attorney General
Phone Number:	328-4482/328-3622	Date Prepared:	02/03/2003

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Operator's Signature

10/16/03  
Date

**PROPOSED AMENDMENTS TO HOUSE BILL NO. 1495**

Page 2, replace lines 3 through 7 with:

"There is imposed a coin-operated gaming device tax of twenty-five percent on the adjusted gross proceeds received from the conduct of coin-operated gaming devices. This tax is in place of any sales, use, excise, or gaming taxes provided for by law. The tax must be paid to the attorney general when tax returns are filed. One percent of the coin-operated gaming device tax, not to exceed five hundred thousand dollars per biennium, must be transferred to the state treasurer for deposit in the compulsive gambling prevention and treatment fund."

Renumber accordingly

Alternate Amendment with Treatment Funding

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10/16/03  
Date

38340.0101  
Title.0200

Adopted by the Judiciary Committee  
February 5, 2003

VR  
2/5/03

HOUSE AMENDMENTS TO HOUSE BILL NO. 1495 JUD 2/6/03

Page 2, replace lines 3 through 7 with:

"A coin-operated gaming device tax of twenty-five percent is imposed on the adjusted gross proceeds received from the conduct of coin-operated gaming devices. This tax is in place of any sales, use, excise, or gaming taxes provided for by law. The tax must be paid to the attorney general when tax returns are filed. One percent of the coin-operated gaming device tax, not to exceed five hundred thousand dollars per biennium, must be transferred to the state treasurer for deposit in the compulsive gambling prevention and treatment fund."

Renumber accordingly

Page No. 1

38340.0101

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Yolanda Richardson  
Operator's Signature

10/6/03  
Date

Date: 2/5/03  
Roll Call Vote #: 1

2003 HOUSE STANDING COMMITTEE ROLL CALL VOTES  
BILL/RESOLUTION NO. 1495

House Judiciary Committee

Check here for Conference Committee

Legislative Council Amendment Number 38340.0101 .0200

Action Taken Do Pass As Amended

Motion Made By Rep. Boehning Seconded By Rep. Kretschmar

Representatives	Yes	No	Representatives	Yes	No
Chairman DeKrey		✓	Rep. Delmore	✓	
Vice Chairman Maragos		✓	Rep. Eckre	✓	
Rep. Bernstein		✓	Rep. Onstad		✓
Rep. Boehning	✓				
Rep. Galvin		✓			
Rep. Grande		✓			
Rep. Kingsbury		✓			
Rep. Klemm		✓			
Rep. Kretschmar	✓				
Rep. Wrangham		✓			

Total (Yes) 4 No 9

Absent 0

Floor Assignment \_\_\_\_\_

If the vote is on an amendment, briefly indicate intent:

Failed

To Costa Richard  
Operator's Signature

10/16/03  
Date

Date: 2/5/03  
Roll Call Vote #: 2

2003 HOUSE STANDING COMMITTEE ROLL CALL VOTES  
BILL/RESOLUTION NO. 1495

House Judiciary Committee

Check here for Conference Committee

Legislative Council Amendment Number 38340.0101 .0200

Action Taken Do Not Pass As Amended

Motion Made By Rep. Grande Seconded By Rep. Kingsbury

Representatives	Yes	No	Representatives	Yes	No
Chairman DeKrey	✓		Rep. Delmore		✓
Vice Chairman Maragos	✓		Rep. Eckre		✓
Rep. Bernstein	✓		Rep. Onstad	✓	
Rep. Boehning		✓			
Rep. Galvin	✓				
Rep. Grande	✓				
Rep. Kingsbury	✓				
Rep. Klemin	✓				
Rep. Kretschmar	✓				
Rep. Wrangham	✓				

Total (Yes) 10 No 3

Absent 0

Floor Assignment Rep. Bernstein

If the vote is on an amendment, briefly indicate intent:

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To Costa Richardson 10/16/03  
Operator's Signature Date

REPORT OF STANDING COMMITTEE (410)  
February 6, 2003 8:37 a.m.

Module No: HR-23-1787  
Carrier: Bernstein  
Insert LC: 38340.0101 Title: .0200

REPORT OF STANDING COMMITTEE

HB 1495: Judiciary Committee (Rep. DeKrey, Chairman) recommends AMENDMENTS AS FOLLOWS and when so amended, recommends DO NOT PASS (10 YEAS, 3 NAYS, 0 ABSENT AND NOT VOTING). HB 1495 was placed on the Sixth order on the calendar.

Page 2, replace lines 3 through 7 with:

"A coin-operated gaming device tax of twenty-five percent is imposed on the adjusted gross proceeds received from the conduct of coin-operated gaming devices. This tax is in place of any sales, use, excise, or gaming taxes provided for by law. The tax must be paid to the attorney general when tax returns are filed. One percent of the coin-operated gaming device tax, not to exceed five hundred thousand dollars per biennium, must be transferred to the state treasurer for deposit in the compulsive gambling prevention and treatment fund."

Renumber accordingly

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2003 TESTIMONY  
HB 1495

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Salvatore Riccardi  
Operator's Signature

10/10/03  
Date

Kelch (2)

## INFORMATION SHEET IN SUPPORT OF HB 1495

- HB 1495 permits the use of coin-operated gaming devices.
- A coin operated gaming device is a device that operates by the insertion of a coin, bill, token or similar object, and which by the element of chance may entitle the person playing the machine to receive cash, merchandise or tokens. The charities may set the maximum limit per wager up to \$5.
- A recent survey conducted in North Dakota showed substantial support for charitable gaming being allowed to offer gaming that is currently offered in Tribal casinos.
- 56.5% of the people surveyed favored allowing charitable gaming sites to operate slot machines, video poker or other forms of electronic gaming. (Only 33.3% were opposed).
- 55% of the people surveyed favored allowing charitable organizations to operate casinos that provide all of the games.
- 63% of the people surveyed supported expanded gaming if a portion of the proceeds were used for gambling addiction problems.
- HB 1495 expands gaming in North Dakota only to the extent that people would now be able to play coin-operated gaming devices in their hometown and benefitting their favorite charity, rather than at Tribal casinos for wagers higher than this legislation proposes.
- HB 1495 will help charitable gaming in North Dakota, and the many charities that depend upon gaming for their worthwhile causes.
- HB 1495 will bring much needed tax revenue into the state. HB 1495 with our proposed amendment would impose a 25% tax on the adjusted gross proceeds from coin-operated gaming devices.
- The fiscal note estimates \$10 million in revenues for the 2003-05 biennium and more than \$26 million in the 2005-07 biennium.

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Operator's Signature

10/16/03  
Date

- HB 1495 will help the hospitality businesses. HB 1495 sets the rent at \$200 per machine, per month. For five machines the bar would receive \$1,000 in additional rent per month, not counting the additional traffic the gaming would bring in.
- CGAND recognizes the concern with pathological gamblers. CGAND would support an amendment that would, like the lottery legislation, earmark 1% of the net proceeds up to a maximum of \$250,000 per biennium for addiction treatment.

**CGAND urges a DO-PASS RECOMMENDATION for HB 1495**

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10/16/03  
Date

Kelsch

(3)

(3)

OFFICE OF ATTORNEY GENERAL  
Gaming Division

Forecasted Gaming Activity for the 2001-03 Biennium  
(Excludes Pari-mutuel Wagering)  
January 25, 2001

	<u>Gross Proceeds</u>	<u>Prizes</u>	<u>Adj Gross Proceeds</u>	<u>Gross Profit %</u>
Bingo - Regular	\$ 89,286,000	\$ 68,762,000	\$ 20,524,000	23%
Bingo - Disp. Dev.	21,000	17,000	4,000	19%
Raffles	4,630,000	2,130,000	2,500,000	54%
Pull Tabs - Jars	232,614,000	184,724,000	47,890,000	21%
Pull Tabs - Disp. Dev.	101,689,000	79,732,000	21,957,000	22%
Board Games	1,428,000	1,028,000	400,000	28%
Punchboards	13,000	9,000	4,000	31%
Sports Pools	229,000	175,000	54,000	24%
Twenty-one	57,845,000	46,571,000	11,274,000	19%
Calcuttas	233,000	198,000	35,000	15%
Paddlewheels	10,714,000	7,714,000	3,000,000	28%
Poker	4,000	0	4,000	100%
Totals	\$ 498,706,000	\$ 391,060,000	\$ 107,646,000	22%

Add: Interest Earned \$ 130,000  
Less: ND Exclae Tax 14,470,000  
Federal Excise Tax 269,000  
Bingo Sales Tax 5,000,000  
Total Adjusted Gross Proceeds \$ 88,037,000

Less: Gaming Tax \$ 6,250,000  
Allowable Expenses 51,524,000  
Total Expenses \$ 57,774,000

Net Proceeds \$ 30,263,000

Taxes Summary  
ND 4.5% Exclae Tax \$ 14,470,000  
Gaming Tax 6,250,000  
Total \$ 20,720,000

Other Revenue  
Monetary Fines \$ 27,000  
Interest and Penalty 15,000  
Gaming Stamp# and License and Record Check Fees 448,000  
Total \$ 490,000

Total Taxes & Other Rev. (Excludes Bingo Sales Tax of \$5 Million) \$ 21,210,000

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Yolanda Richardson  
Operator's Signature

10/16/03  
Date

*Kelsch*

## PROPOSED AMENDMENTS TO HOUSE BILL NO. 1495

Page 2, replace lines 3 through 7 with:

"There is imposed a coin-operated gaming device tax of twenty-five percent on the adjusted gross proceeds received from the conduct of coin-operated gaming devices. This tax is in place of any sales, use, excise, or gaming taxes provided for by law. The tax must be paid to the attorney general when tax returns are filed."

Renumber accordingly

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*Salvatore Riccardi*  
Operator's signature

*10/16/03*  
Date

*Book*

OFFICE OF ATTORNEY GENERAL  
Gaming Division  
Eligible Use Contributions for the Fiscal Year Ended June 30, 2000

Charitable Uses:	Amount	Percent to Grand Total
Abused	\$ 54,714	0.31
Alcohol and Drug Abuse	148,118	0.85
Animal Protection	308,446	1.77
Blind	14,141	0.08
Cancer	49,383	0.28
Cystic Fibrosis	128,657	0.74
Disabled	1,208,856	6.92
Heart Disease	13,922	0.08
Learning Disabilities	3,340	0.02
Mental Health	200,795	1.15
Multiple Sclerosis	142,725	0.82
Needy	112,823	0.65
Paralysis	600	0.00
Developmentally Disabled Citizens	928,616	5.31
Senior Citizens	148,124	0.85
Terminally Ill	30,673	0.18
Wildlife	182,215	1.04
Youth Activities	1,989,738	11.39
Adult Activities	168,314	0.96
Head Injuries	3,420	0.02
Home on the Range	33,494	0.19
March of Dimes	4,779	0.03
Meals on Wheels	17,381	0.10
Medical Facilities (Nonprofit)	110,151	0.63
Memorial Funds	15,725	0.09
Nursing Homes (Nonprofit)	30,225	0.17
Ronald McDonald House	7,375	0.04
Salvation Army	9,600	0.05
Special Olympics	371,114	2.12
United Fund/United Way	7,225	0.04
YMCA/YWCA	6,850	0.04
Volunteer Services	17,903	0.10
Gambling Addiction	7,900	0.05
Other	109,028	0.62
<b>Total</b>	<b>\$ 6,586,370</b>	<b>37.69</b>

Religious Uses:	Amount	Percent to Grand Total
Religious uses	234,185	1.34
<b>Total</b>	<b>\$ 234,185</b>	<b>1.34</b>

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Operator's Signature

*10/16/03*  
Date

**Educational Uses:**

Agriculture	\$ 61,583	0.35
Arts	2,095,541	11.99
Educational Public Services	963,025	5.51
Safety	93,007	0.53
Educational Institutions and Activities	716,031	4.10
Preservation of Cultural Heritage	349,935	2.00
Scholarships	732,682	4.19
Vocational Workshops	7,655	0.04
Other	93,905	0.54
<b>Total</b>	<b>\$ 5,113,364</b>	<b>29.25</b>

**Fraternal Uses:**

Camp Grassick	\$ 33,199	0.19
Fraternal Foundations	22,272	0.13
Legion Baseball	400,355	2.29
Disabled or Injured Veteran's Assistance	43,200	0.26
Other	42,317	0.24
<b>Total</b>	<b>\$ 541,343</b>	<b>3.10</b>

**Patriotic Uses:**

Scouting Activities and Boys or Girls State	\$ 95,874	0.55
Community Bands, Color and Honor Guards, Flags, and Patriotic Celebrations	236,044	1.35
Other	50,530	0.29
<b>Total</b>	<b>\$ 382,448</b>	<b>2.19</b>

**Uses for Erection or Maintenance of Public Buildings or Works:**

Uses described above	145,047	0.83
<b>Total</b>	<b>\$ 145,047</b>	<b>0.83</b>

**Uses Lessening the Burden of Government:**

	<u>Amount</u>	<u>Percent to Grand Total</u>
Community Emergency Services such as Ambulance and Fire Departments	\$ 485,677	2.78
Disbursements Directly to a City, County, State, or U.S. Government	350,678	2.01
Improvement of Public Areas	187,718	1.07
Parks and Recreation	1,604,100	9.18
Law Enforcement	18,432	0.11
Other	14,115	0.08
<b>Total</b>	<b>\$ 2,660,720</b>	<b>15.23</b>

**Uses Benefiting a Definite Number of Persons Who are the Victims of Loss of Home or Household Possessions Through Explosion, Fire, Flood, or Storm and the losses are Uncompensated by Insurance:**

Uses described above	\$ 21,435	0.12
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10/16/63  
Date

Uses Benefiting a Definite Number of Persons Suffering from a Seriously Disabling Disease or Injury Causing Severe Loss of Income or Incurring Extraordinary Medical Expense Which is Uncompensated by Insurance:

Uses described above	\$ 729,749	4.18
<b>Community Uses:</b>		
Economic Development	\$ 301,447	1.73
Tourism	639,851	3.66
Other	118,889	0.68
<b>Total</b>	<b>\$ 1,060,187</b>	<b>6.07</b>
 <b>Grand Total</b>	 <b>\$ 17,474,848</b>	 <b>100.00</b>

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10/16/03  
Date

February 5, 2003  
Testimony of Christina Kindel  
For North Dakota Family Alliance  
House Judiciary Committee  
H.B. 1495

Chairman DeKrey and Committee Members:

My name is Christina Kindel. I'm appearing today on behalf of the North Dakota Family Alliance. We oppose this bill.

While North Dakota Family Alliance opposes gambling for several reasons, I would like to emphasize that we do not oppose gambling merely for the sake of opposing gambling, or opposing people's desire or need to have fun in various recreational activities. However, we do not see gambling as merely a harmless, or even helpful, recreational activity. Rather, North Dakota Family Alliance understands gambling to be an often harmful influence in our society. For example, research shows that gambling creates gambling addicts, breeds crime, has a negative impact on our economy, and devastates families. Our research is drawn from many sources, but the most prominent source of information we have found concerning gambling and its potential consequences is the National Gambling Impact Study Commission's Final Report, which was released in June of 1999. This report was the first comprehensive study of its kind, and took a look at the effects of gambling from a national perspective, rather than a single-game or single-state analysis. As part of my testimony, I have included a table of contents of the full NGISC report, which also provides the web site on which the report can be found.

I would strongly encourage the members of this committee to at least take a look at this information. The NGISC was not composed merely of gambling opponents. It included three members of the Nevada casino industry, as well a member appointed for representing the gambling interests of Native Americans. Considering the varied viewpoints on gambling represented by the Commission, I find their report to be a valuable source of information.

Any activity carries consequences, whether they are good or bad. An individual activity carries individual consequences, but can often affect others, as well. A state-sanctioned activity carries state-wide consequences, but also has the potential of affecting a national culture in addition to its own state. I would respectfully ask the members of this committee and this legislative assembly to ask whether we, as lawmakers and as concerned citizens of the state of North Dakota, are willing and ready to make a full and careful study of ALL the potential consequences that gambling expansion could bring to North Dakota. The issue before us today is NOT simply about having fun, legalizing an activity already taking place, or boosting the economy. This is about influencing a culture that is going to carry into the future.

H.B. 1495 is one more attempt to expand gambling operations in North Dakota. North Dakota Family Alliance remains firmly opposed to all such expansion, and asks this committee to carefully consider the potential consequences of approving gambling expansion.

Thank you for your time and consideration.

North Dakota State House of Representatives  
Hearing on House Bill 1495  
February 5, 2003

Rev. Warren L. Wenzel, Pastor  
Linton, North Dakota  
701-254-0166

Chairman DeKrey and members of the committee:

1274

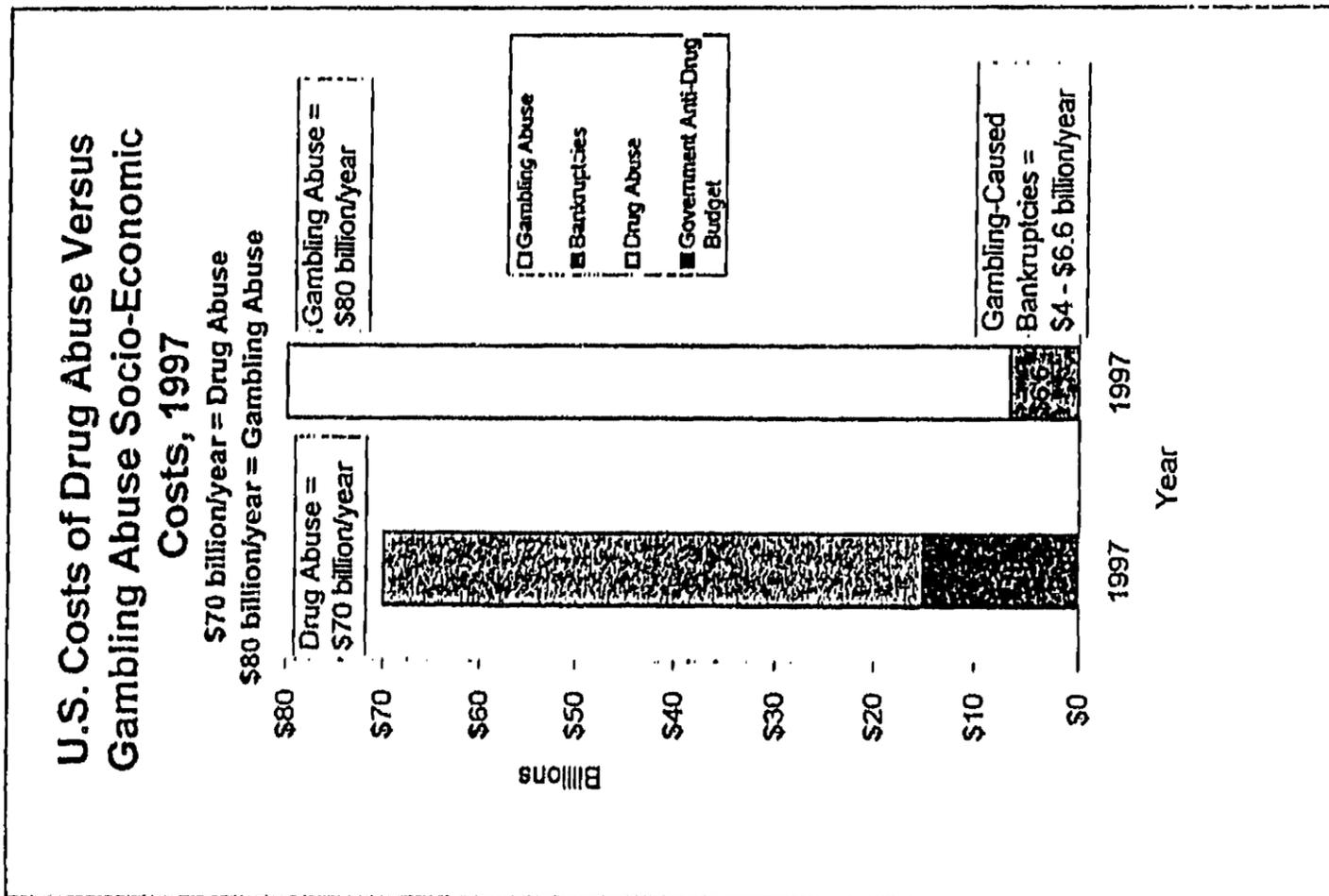
I am here representing myself and I ask you to defeat House Bill 1495. There are many reasons that this bill is a bad bet for North Dakota. The first is that it is another expansion of gambling. Dr. James Dobson, a member of the National Gambling Impact Study Commission, said, "Clearly, "Gambling fever" has engulfed the nation." We see today that North Dakota is no exception. You have before you this bill, the lottery bill, a poker bill and other expansion of gambling legislation. We are already one of the highest per capita gambling states in the nation. Gambling lives off the productive side of our economy. It does not produce anything and becomes a drain on the rest of the economy. It cannibalizes other businesses in that it takes consumer dollars away from other businesses. Its appetite never ends. It is an economic cancer. I have a chart that shows the costs of Drug abuse versus Gambling abuse in the United States. Drug Abuse costs our country \$70 billion per year and Gambling Abuse costs our country \$80 billion a year. There were 13.2 million Drug Abusers and 15.4 billion Gambling abusers in the U.S. population. These were figures from 1997. The American Legion magazine of June 2002 has a good study entitled, "Gambling's Dark Side". A May 7, 2001, Business Week magazine, article quotes Kip Peterson, a consultant at Transnational Market Development Inc., describing the turning to more and different kind of games by the gambling industry as, "It's a self-destructive cycle."

Dick Elefson, addiction counselor from here in Bismarck, said, "Compulsive gambling is the fastest growing addiction in North Dakota, costing North Dakotans millions of dollars in taxes, lost income, increased bankruptcy and crime." We all bare the costs of the expansion of gambling. Lisa Vig, another North Dakota addiction counselor, said, "The thing we don't realize is that when the compulsive gambler embezzles, has a court appointed attorney, goes to jail, get out, has a probation officer, ...we as taxpayers pick up the tab. for that..." It has been well documented that society pays a high price for gambling problems and any increase in gambling opportunities increases the problems.

I was in Texas last week. In the Houston Chronicle, Friday, Jan. 24, 2003, U.S. Health and Human Services Secretary Tommy Thompson, Thursday, in Austin said, "We're not very healthy in America." He said, "To truly stem the epidemic of preventable diseases that threaten too many Americans, we need to move from a health care system that treats disease to one that avoids disease through wiser personal choices." This bill will not lead to a healthier North Dakota. The gambling industry is a predator. This bill and also House Bill 1274 need to be defeated. These bill are not in best interest of the people of North Dakota.

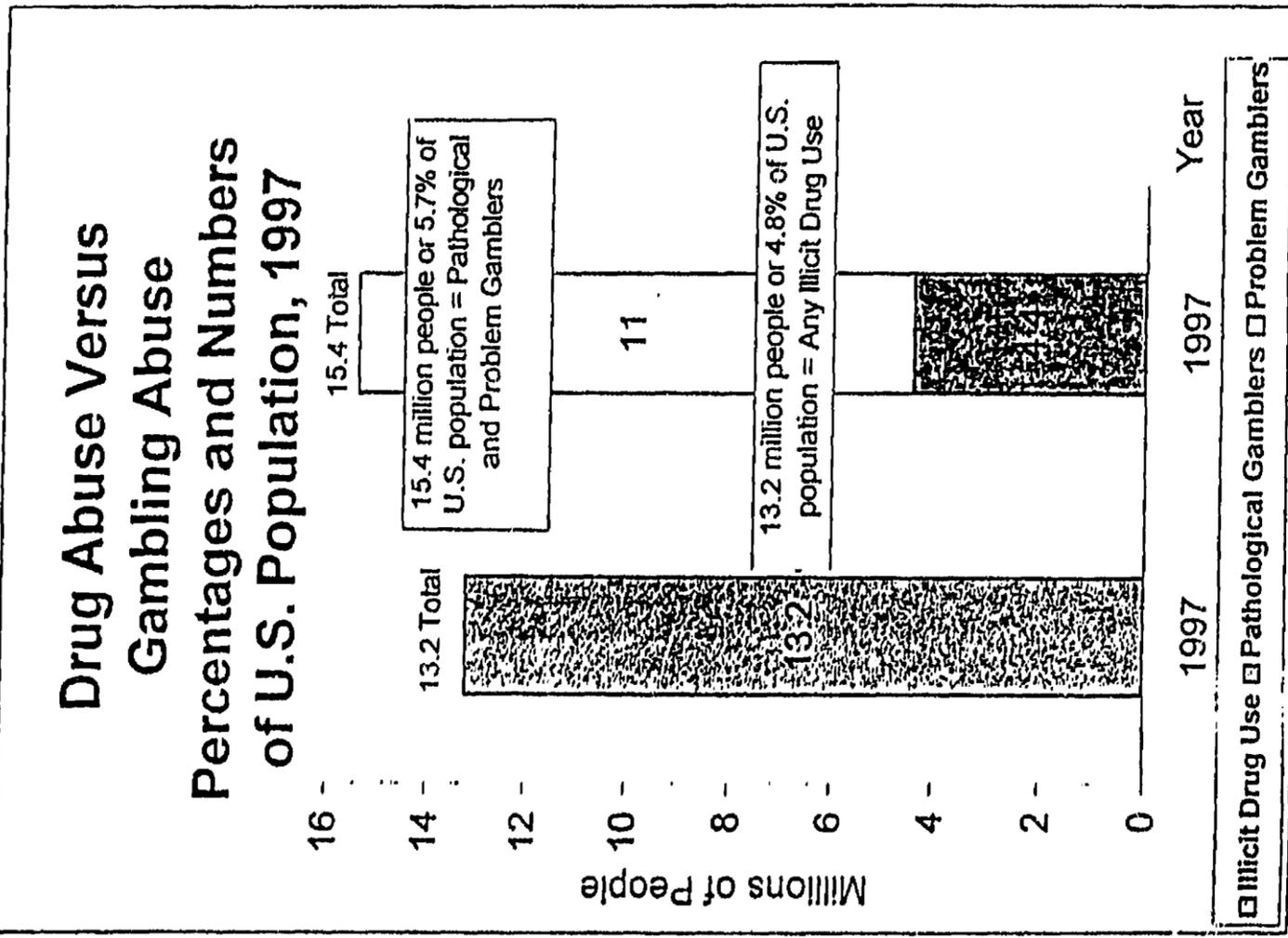


Figure 1



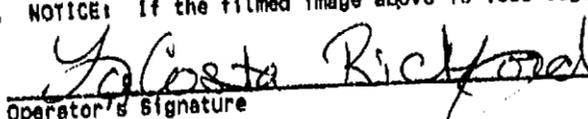
Sources: See Tables 1-3, infra and accompanying footnotes.

Figure 2



Sources: See Tables 1-3, infra and accompanying footnotes.

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# GAMBLING RESEARCH BRIEF

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FROM STATE LIBRARY

*Kindel*

## The National Gambling Impact Study Commission Report:

### What Does It Say? What Does It Mean?

August 1999

by Ronald A. Reno  
Senior Research Analyst



FOCUS ON THE FAMILY • PUBLIC POLICY RESEARCH DEPARTMENT  
404 WYLOKER DRIVE • COLORADO SPRINGS, CO 80920 • (719) 531-3400

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*10/16/03*  
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# National Gambling Impact Study Commission Final Report

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OTHER ECONOMIC IMPACTS  
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##### **COMMISSION MEMBERS**

Kay C. James, Chair  
William A. Bible  
James C. Dobson, Ph.D.  
J. Terrence Lanni  
Richard C. Leone  
Robert W. Loescher  
Leo T. McCarthy  
Paul Harold Moore, M.D.  
John W. Wilhelm

#### **III. ACKNOWLEDGMENTS**

#### **IV. NATIONAL GAMBLING IMPACT STUDY COMMISSION ACT Public Law 104-169**

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1495 +  
1274

## HIGHLIGHTS OF CROSS-TABS WITH THE GAMING ISSUES SURVEY OF OCTOBER 2002

SECTION 5 of CGAND's Gaming Issues Survey contains contingency tables on all of the questions in the survey. These tables, more commonly referred to as "Cross-tabs", contain specific data as to the responses by region and area.

Some responses that may be of particular interest are noted below:

- |           |        |  |
|-----------|--------|--|
| Page 3    | Q11    | The perceived value of charitable gaming experiences.  |
| Page 4    | Q12    | The perceived value with reference to Tribal Casinos.  |
| Page 6    | Q14    | The direction people believe the legislature should take with charitable gaming  |
| Page 12   | Q22    | Level of support or opposition to charitable organizations operating casinos that provide all of the games currently allowed on reservations |
| Page 7    | Q15a   | Location that machine gaming sites be allowed  |
| Page 9-10 | Q17-18 | Some lottery poll questions.   |
| Page 12   | Q21    | Opinions about charities operating slots, video poker, and other electronic gaming.  |
| Page 13   | Q25-26 | If gaming were expanded, who should benefit.   |
| Page 19   | Q37    | Support of a candidate who supports charities having slot machines, video poker, or electronic games.  |

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Kranzler Kingsley Communications, Ltd.

---

# Charitable Gaming Association of North Dakota

## Gaming Issues Survey

Prepared by

### WINKELMAN CONSULTING

PO BOX 11375 • FARGO, ND 58106-1375

701-799-0877 • Cell/Voice Mail

701-237-6877 • Fax Machine

701-237-2283 • Office

MRWinkelman@prodigy.net

October 2002

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## Section

# 1

## METHODOLOGY

### Purpose

The purpose of this research study was to obtain information that will provide a better understanding of North Dakota residents' opinions toward various gaming-related issues. To do this, the study focused on the following objectives:

- Measure general gaming habits.
- Assess opinions related to expanding gaming in North Dakota.
- Identify factors that may affect one's level of support (or opposition) to expanding gaming in North Dakota.
- Monitor support (or opposition) for past and proposed gaming measures.

### Sampling Frame & Sample Size

The population for this study consisted of North Dakota residents who are 21 years of age or older. Telephone numbers were obtained from a list company that specializes in generating samples for survey research. A proportionate, stratified, random-systematic sampling technique was employed in this study to select households.

From the selected sample of households, 400 questionnaires were completed.

### Margin of Error

The 400 completed questionnaires provide a 95% confidence level with an overall minimum and maximum margin of error of  $\pm 2.9\%$  and  $\pm 4.9\%$ , respectively, in estimating the proportion of the population who possess a certain characteristic or opinion. In other words, if 100 samples (all of 400 in size) were drawn from this population, approximately 95 of the samples would have

proportions within  $\pm 2.9\%$  and  $\pm 4.9\%$  of the proportions of the entire population for the characteristic or opinion being measured.

The margin of error explained previously only applies to responses of the entire sample. As shown in the next chart, the margin of error will be larger when looking at the responses of smaller segments.

Populations	Completions	ND Adults	Margin of Error for results at or about...				
			10%/90%	20%/80%	30%/70%	40%/60%	50%/50%
Total Sample	400	481,351	2.9%	3.9%	4.5%	4.8%	4.9%
Williston Region	17	20,391	14.3%	19.0%	21.8%	23.3%	23.8%
Minot Region	55	65,594	7.9%	10.6%	12.1%	12.9%	13.2%
Devils Lake Region	25	30,104	11.8%	15.7%	18.0%	19.2%	19.6%
Grand Forks Regio	57	69,012	7.8%	10.4%	11.9%	12.7%	13.0%
Fargo Region	103	123,488	5.8%	7.7%	8.8%	9.5%	9.7%
Jamestown Region	39	47,385	9.4%	12.5%	14.4%	15.4%	15.7%
Bismarck Region	80	96,754	6.6%	8.8%	10.0%	10.7%	11.0%
Dickinson Region	24	28,823	12.0%	16.0%	18.3%	19.6%	20.0%
General	350	421,182	3.1%	4.2%	4.8%	5.1%	5.2%
Sub-segments	300	361,013	3.4%	4.5%	5.2%	5.5%	5.7%
	250	300,844	3.7%	5.0%	5.7%	6.1%	6.2%
	200	240,676	4.2%	5.5%	6.3%	6.8%	6.9%
	150	180,507	4.8%	6.4%	7.3%	7.8%	8.0%
	100	120,338	5.9%	7.8%	9.0%	9.8%	9.8%
	75	90,253	6.8%	9.0%	10.4%	11.1%	11.3%
	50	60,169	8.3%	11.1%	12.7%	13.6%	13.9%
	25	30,084	11.8%	15.7%	18.0%	19.2%	19.6%

\* The maximum margin of error is shown in the "50%/50%" column and the minimum margin of error is shown in the "10%/90%" column.

### Collection Technique & Timing

All data was collected through the use of telephone interviews. Data collection was conducted from September 6-10, 2002. The data collection was completed in compliance with specifications established by Winkelman Consulting. Interviewing was supervised and performed by trained personnel from Performance Centers, Inc.-Fargo.

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## Section 2

### EXECUTIVE SUMMARY

When reviewing the executive summary, the findings and conclusions will be more thoroughly understood if several other sections of the report are also reviewed. First, the questionnaire in Section 4 provides the actual phrasing for each question. A solid understanding of the context in which each question was asked will enable you to more accurately interpret the findings. Second, the contingency tables in Section 5 provide detailed results for many different sample segments. Since the condensed nature of this summary report format does not allow us to address all of these findings, we strongly recommend that you review the contingency tables and use them to facilitate any major decisions you make.

#### Purpose #1: Measure general gaming habits.

##### ■ Conclusion #1: Nearly eight of every ten respondents has gambled – nearly six of every ten in the past year.

- All respondents were asked how likely they are to vote in the November election. *Figure 1* shows that nearly eight of every ten respondents said they will definitely vote in November.
- Respondents were also asked how recently they have wagered money on games of chance (see *Figure 2*). Nearly eight of every ten respondents have gambled – 57.6% in the past year, 33.8% in the past month, and 16.0% in the past week.
- The contingency tables, commonly referred to as "cross-tabs", can be found in Section Five. These tables present the findings in an easy-to-understand, table form and provide the categorical data that is used most frequently in marketing. They allow us to break down the results by a variety of characteristics, such as age, gender, income, and area of residence. As can be seen in the contingency table, the proportion of respondents who said they will definitely vote in the November election increases as age increases. Also, a

slightly higher proportion of those 45 to 64 years of age, with incomes of \$35,000 to \$49,999 or \$75,000 or more, and/or living in small towns reported gambling within the past month.

■ **Conclusion #2: A large majority of respondents have played charitable games or been to a North Dakota casino.**

- Respondents who have ever gambled were asked how recently they have played charitable games in North Dakota, been to a reservation casino in North Dakota, been to a casino in another state, played slot machines in South Dakota or video poker in Montana, or bought Powerball or lottery tickets in another state or had someone buy tickets for them (see Figure 2). Of these respondents, nearly three of every four said they have played charitable games or been to a North Dakota reservation casino. More than six of every ten reported they have bought Powerball or lottery tickets in another state or been to a casino in another state.
- The detail in the contingency table shows that a slightly higher proportion of women and those under 35 years of age have played charitable games. Also, the proportion of respondents who said they played charitable games in the past month seems to decrease as one's intention to vote increases. In other words, those who are most likely to vote are less likely play charitable games.

■ **Conclusion #3: Charitable games received better satisfaction ratings than did other types of gaming.**

- Respondents who have played charitable games in North Dakota, been to a reservation casino in North Dakota, or bought out-of-state lottery tickets were asked to rate the activity in being an enjoyable form of entertainment and giving them a reasonable chance to win (see Figure 3). Of the respondents who played each type of game, slightly higher proportions of those who played charitable games rated the games as being "excellent" or "good" in being an enjoyable form of entertainment and giving them a reasonable chance to win.

**Purpose #2: Assess opinions related to expanding gaming in North Dakota.**

■ **Conclusion #1: The largest share of respondents feel charitable gaming should be expanded.**

- All respondents were asked to look into the future, then indicate the direction they feel the legislature should take with laws that control the games that charitable gaming sites are allowed to provide (see Figure 4). Nearly one of every two respondents indicated that they feel charitable gaming sites should be allowed to provide all or most of the games currently available at reservation casinos.
- The detail in the contingency table shows that a slightly higher proportion of those under 35 years of age, earning \$35,000 to \$74,999, and/or who have gambled in the past month indicated charitable gaming sites should be allowed to provide all or most of the games currently offered at casinos.

■ **Conclusion #2: If state-operated machines are allowed in North Dakota, a majority of respondents feel the machines should be allowed in bars or clubs only. The largest share of respondents said they would play state-operated machines more than once a year, but less than once a week.**

- Respondents were asked where they feel people should be allowed to play state-operated machines, similar to those in Montana and South Dakota, if the state of North Dakota allows them (see Figure 5). Roughly six of every ten respondents indicated that they feel the state-operated machines should be allowed in bars or clubs that have a liquor license and/or charitable gaming.
- Respondents were asked how often they feel they would play state-operated machines if they were allowed in the state (see Figure 6). More than six of every ten respondents said they would play the machines, with the largest share saying they would play them more than once a year, but less than once a week.
- The detail in the contingency table shows that a slightly higher proportion of those under 35, with incomes of \$50,000 or more, definite voters, and those who have gambled (but

not in the past month) reported that state-operated machines should be allowed at charitable gaming sites.

■ **Conclusion #3: If state-operated lottery tickets are allowed in North Dakota, a majority of respondents feel the tickets should be sold in convenience stores, grocery stores, and bars or clubs with a liquor license. The largest share of respondents said they would play state-operated games once a month or more.**

- Respondents were asked where they feel lottery ticket sales should be allowed if the state of North Dakota establishes state-operated lottery ticket sales similar to Powerball (see Figure 5). At least six of every ten respondents indicated that they feel the sale of state-operated lottery tickets should be allowed in convenience stores, grocery stores, and bars or clubs that have a liquor license.
- Respondents were asked how often they feel they would buy tickets for a state-operated lottery if allowed in the state (see Figure 6). Nearly three of every four respondents said they would buy tickets, with the largest share saying they would buy them at least once a month.

■ **Conclusion #4: A large majority of respondents feel that our state and citizens would benefit from having residents support an in-state lottery rather than current out-of-state lottery games.**

- Respondents were also asked to indicate their level of agreement (or disagreement) with a few statements related to out-of-state slot machines, video poker machines and ticket lottery games (see Figure 7). Roughly eight of every ten respondents "agree" that many North Dakotans play out-of-state slot machines, play out-of-state video poker machines, or buy out-of-state lottery tickets and that our state and residents would benefit if the money that North Dakotans spend playing out-of-state lottery machines and buying out-of-state lottery tickets were spent on a North Dakota lottery.

**Purpose #3: Identify factors that may affect one's level of support (or opposition) to expanding gaming in North Dakota.**

■ **Conclusion #1: Respondents oppose casinos operated by private businesses. They also prefer that the state or charitable organizations operate and benefit from any expanded gaming in the state.**

- Respondents were asked if they would be more likely to support or oppose various proposals to expand gaming in North Dakota (see Figure 8). A slight majority of respondents said they would strongly or somewhat favor charitable gaming sites operating electronic gaming, charitable organizations operating casinos, and/or the state to operate casinos.
- Respondents were then asked who they would most (and least) prefer to have operate and benefit from expanded gaming if gaming laws in North Dakota are changed (see Figure 9). The largest proportion would most prefer to have the state or charitable organizations operate and benefit from expanded gaming. On the other hand, they least prefer having private businesses and Native American tribes or reservations operate and benefit from expanded gaming.
- The detail in the contingency table shows that a slightly higher proportion of those under the age of 45, who earn \$35,000 or more, and/or have gambled in the past year favor charitable gaming sites operating electronic gaming and charitable organizations operating casinos. Also, a slightly higher proportion of those 25 to 44 years of age most prefer to have charitable organizations operate and benefit from expanded gaming, while a higher proportion of those 45 or older prefer the state.

■ **Conclusion #2: Respondents said they are more likely to support efforts to expand gaming if it keeps money in the state and benefits worthy causes.**

- Respondents were asked to indicate how much they feel various factors may affect their support or opposition for efforts to expand gaming in North Dakota (see Figure 10). For all of the factors measured, a majority of respondents said the factors would make them much more or somewhat more likely to support efforts to expand gaming in North Dakota. However,

the highest proportion of respondents indicated they would support efforts that:

- Keep the money in North Dakota that North Dakotans currently spend on out-of-state slot machines, video poker machines and lottery tickets.
- Use a portion of the revenue to fund public kindergarten through 12<sup>th</sup> grade schools in the state
- Use a portion of the revenue to fund services for senior citizens in the state
- Give a portion of the revenue to charities in the state
- The detail in the contingency table shows that a slightly higher proportion of those 25 to 54 years of age and/or have gambled would be more likely to support efforts to expand gaming if they give a portion of the revenue to charities in the state.

■ **Conclusion #3: Respondents see many reasons for increasing the revenue that charities receive by expanding charitable gaming in the state. However, they are also cognizant of the social and moral concerns related to this issue.**

- Respondents were also asked what they feel are some reasons why North Dakotans may favor (or oppose) increasing the revenue that charities receive by expanding charitable gaming in the state (see Charts A & B). The most frequent reasons for favoring the expansion of gaming to fund charities include the feeling that charities need the money, keeping the money in the state, the entertainment value of gaming, and the financial benefit to the state. In contrast, respondents frequently named gambling addiction, moral issues, and opposition to gambling in general as reasons for opposing this issue.
- These questions were open-ended questions. In other words, respondents were asked to express their opinions rather than simply choosing from a fixed set of response choices. The actual comments made by the respondents were then recorded. The "qualitative" data collected through this type of question is excellent for collecting top-of-mind thoughts and opinions. Therefore, the results are an excellent barometer of the thoughts or opinions that were at the top of respondents' minds at the

time the interviews were completed. Given the qualitative nature of an open-ended question, however, the results cannot be used to estimate, with a known level of statistical accuracy, the number or proportion of the population who share the specific thought or opinion expressed by the respondents.

For each open-ended question, respondents were allowed to give up to three responses. Therefore, the results will exceed 100% when the percentages are added together.

■ **Conclusion #4: In some cases, supporting efforts to expand gaming may not be detrimental to legislators.**

- Respondents were asked how much more (or less) likely they feel they would be to vote for a candidate for the state legislature who supports various efforts to expand gaming in North Dakota (see Figure 11). Nearly six of every ten respondents are much more or somewhat more likely to vote for a candidate who supports a multi-state lottery similar to the Powerball, while nearly five of every ten are more likely to vote for a candidate who supports charitable gaming sites operating electronic gaming.

**Purpose #4: Monitor support (or opposition) for past and proposed gaming measures.**

■ **Conclusion #1: Given that past efforts for a state lottery have failed, it is surprising to see that the largest share of respondents reported they had voted in favor of previous measures.**

- Respondents were asked, to the best of their recollection, how they voted on previous measures to allow a lottery in North Dakota (see Figure 12). It is interesting to note that the proportion that said they always or usually favored previous measures (47.8%) exceeds the proportion that reported they always or usually opposed previous measures (26.0%).
- The detail in the contingency table shows that the highest proportion of those under 35 years of age, some of the strongest supporters of charitable gaming, said they have never voted on these issues in the past. Also, higher proportions of definite voters and/or those 55 or older said they usually or always voted against previous measures.

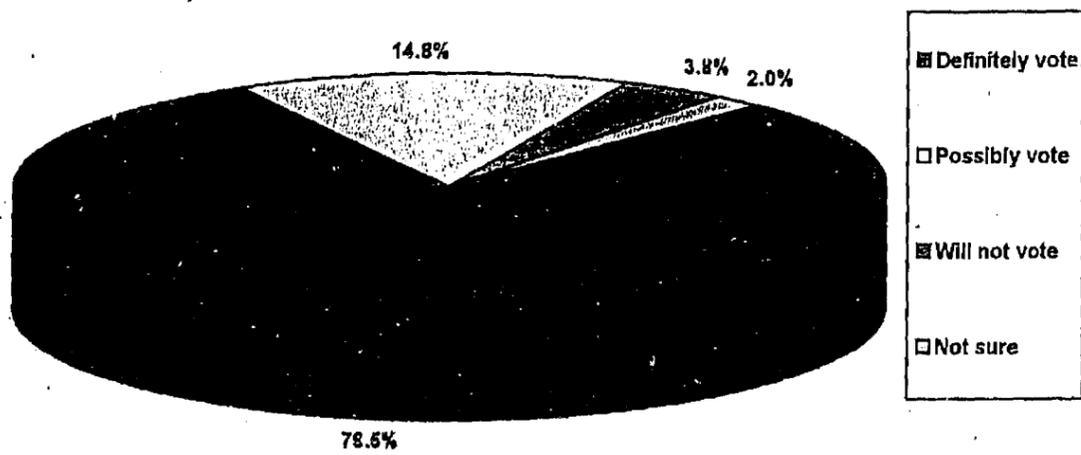
■ **Conclusion #2: A majority of respondents said they would vote in favor of several different proposals to expand gaming.**

- Respondents were then asked how they would most likely vote on proposals for a multi-state lottery similar to Powerball, to allow charitable gaming sites to offer more of the games currently available at reservation casinos only, and to allow charitable gaming sites to offer all of the games currently available at reservation casinos only (see Figure 13). Nearly seven of every ten respondents reported they would definitely or possibly favor a multi-state lottery, while a slight majority said they would favor both proposals to expand charitable gaming.
- The detail in the contingency table shows that support for proposals to expand charitable gaming appears to diminish as age increases and gambling frequency decreases.

Section  
**3**

**FIGURES & CHARTS**

Figure 1. How likely are you to vote in the November elections? (Includes all respondents)

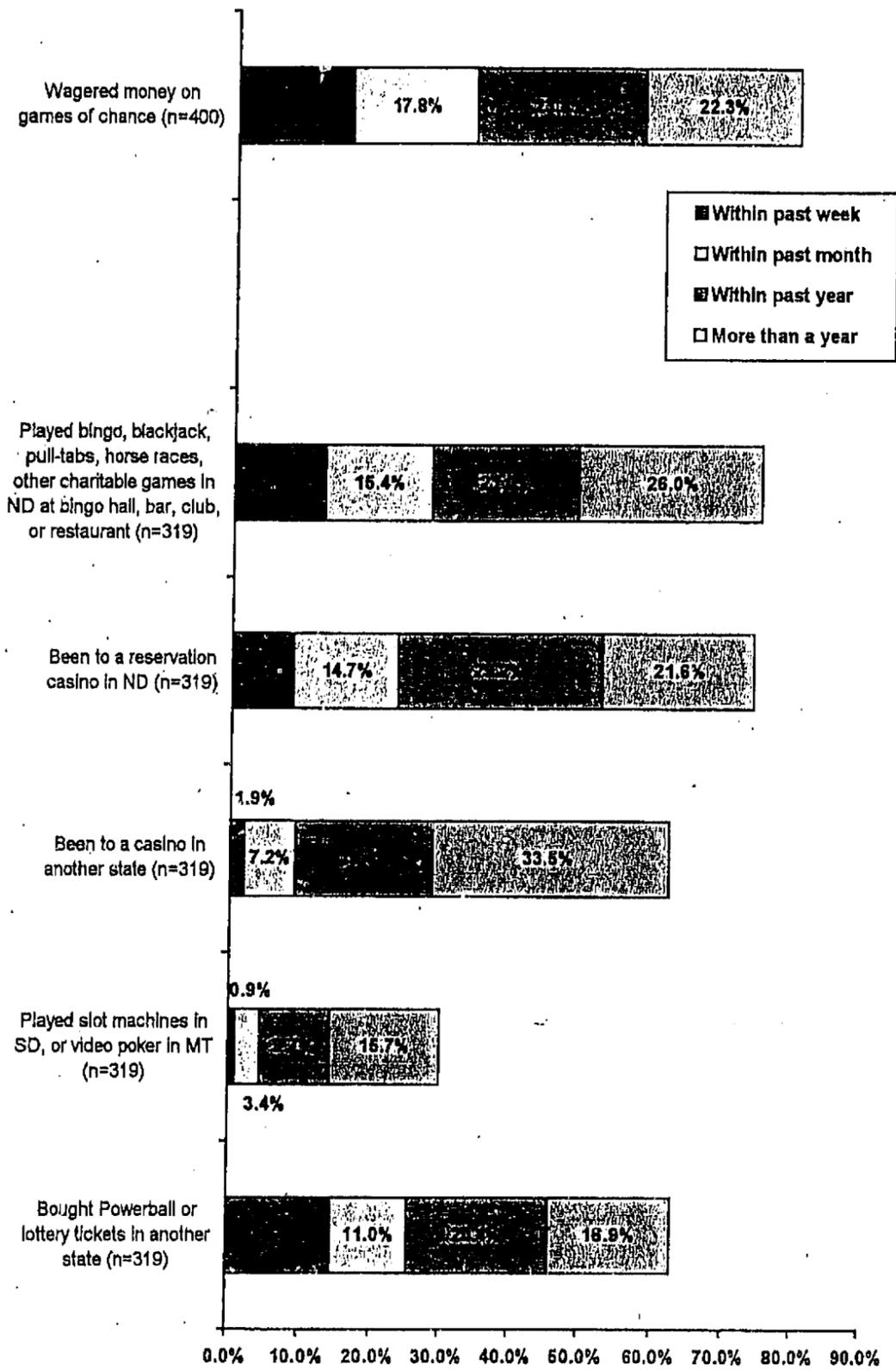


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Salvatore Riccardi  
Operator's Signature

10/16/03  
Date

**Figure 2.** How recently have you... (The first question includes all respondents. The following questions include all respondents who have gambled.)

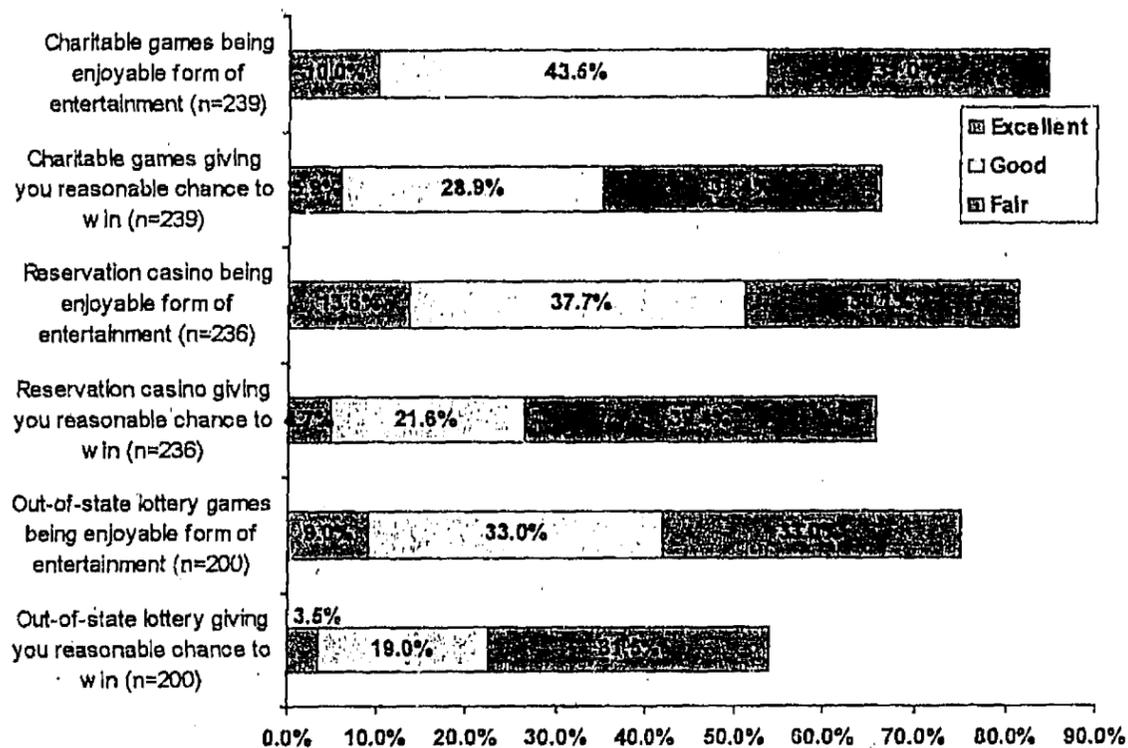


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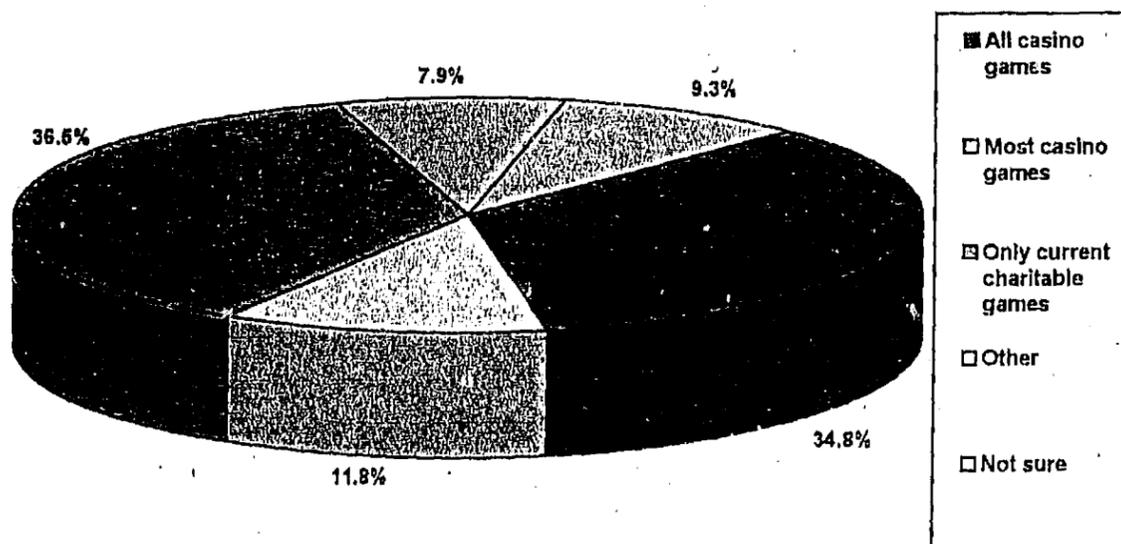
*Loiseta Rickford*  
Operator's Signature

10/16/03  
Date

**Figure 3.** How would you rate the following? (Includes only those who have ever played charitable games, who have been to a ND reservation casino, or who have played out-of-state lottery games)



**Figure 4.** What direction do you feel the legislature should take with laws that control the games that charitable gaming sites are allowed to provide? (Includes all respondents)

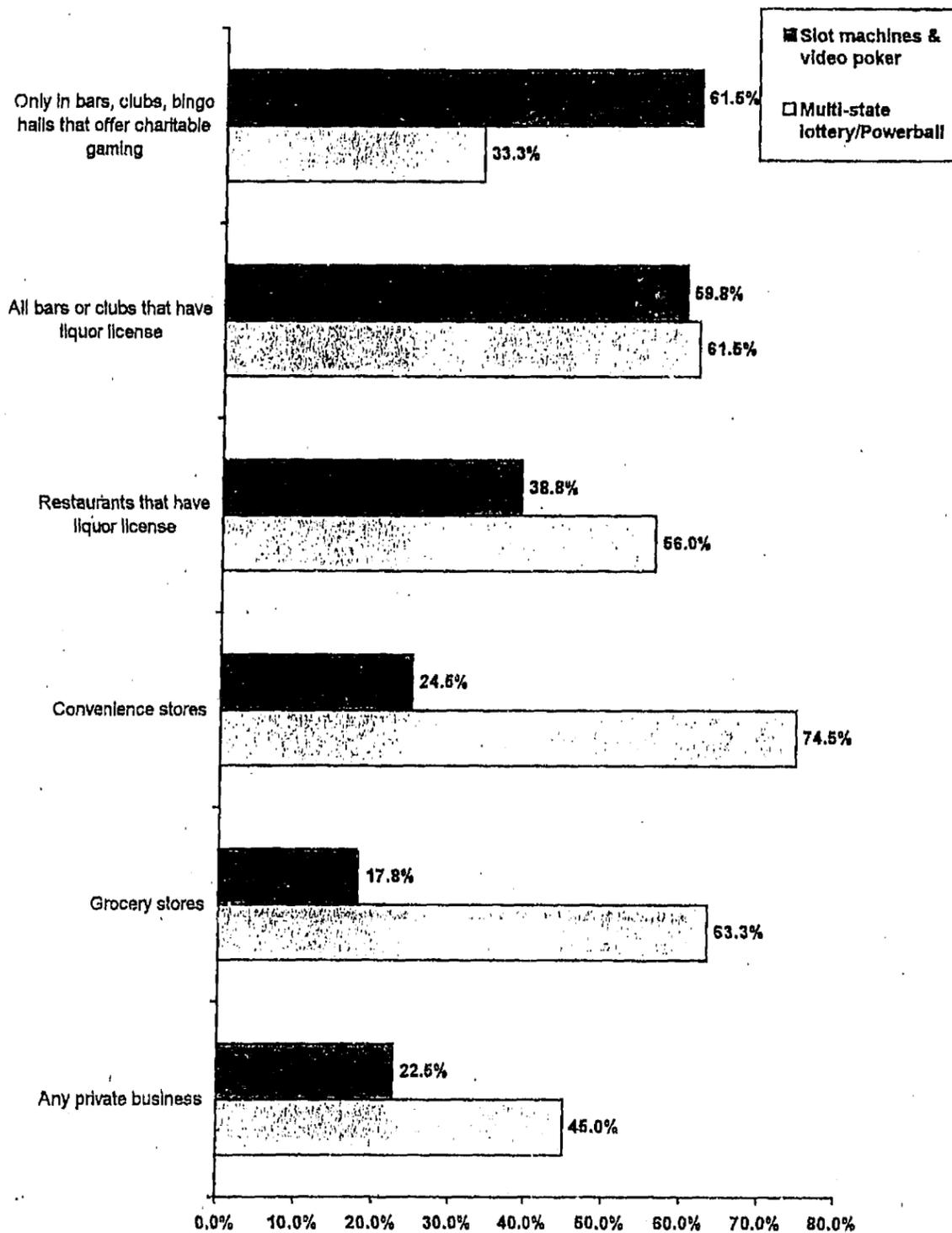


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*Al Costa Rickford*  
Operator's Signature

10/16/03  
Date

**Figure 5.** If North Dakota allowed machines similar to those in South Dakota and Montana and/or participated in a multi-state lottery similar to that offered in Minnesota and Montana, where do you feel people should be allowed to play/buy them? (Includes all respondents)



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*Richard Costa*  
Operator's Signature

10/16/03  
Date

Chart A. What do you feel are some reasons why some North Dakotans may favor increasing the revenue that charities receive by expanding charitable gaming in the state? (Includes all respondents)

Comments	Percent
Money for charities, hard to raise funds	20.8%
Keep money in the state	14.3%
Like gambling, enjoyable entertainment	8.3%
Money for state, economy, budget shortfalls	6.8%
Helps people, needs increasing	4.5%
Worthy cause	3.8%
Help economy, create jobs	3.8%
Keep taxes down, from increasing	3.5%
Help education	3.3%
Not sure	36.3%
Total responses	400

Chart B. What do you feel are some reasons why some North Dakotans may oppose increasing the revenue that charities receive by expanding charitable gaming in the state? (Includes all respondents)

Comments	Percent
Addiction, gambling problems	29.8%
Moral reasons	12.3%
Oppose gambling in general	11.5%
Conservative, resist change	7.8%
Problems affect poor the most	6.8%
Fear money won't be spend wisely, give them too much money	5.0%
Money root of evil, greed, cheating, crime	3.3%
Easy to gamble, increase gambling	3.0%
Not sure	23.8%
Total responses	400

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Date

Figure 11. How likely do you feel you would be to vote for a candidate for the state legislature who supports... (Includes all respondents)

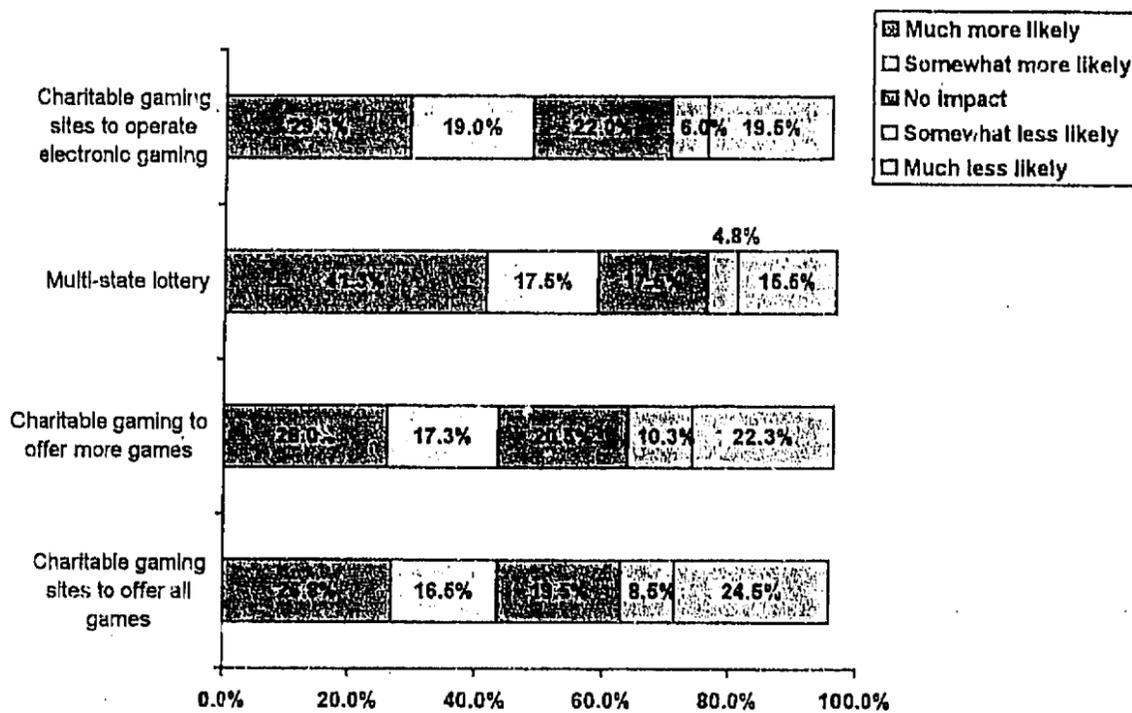


Figure 12. How did you vote on previous measures to allow a lottery in North Dakota? (Includes all respondents)

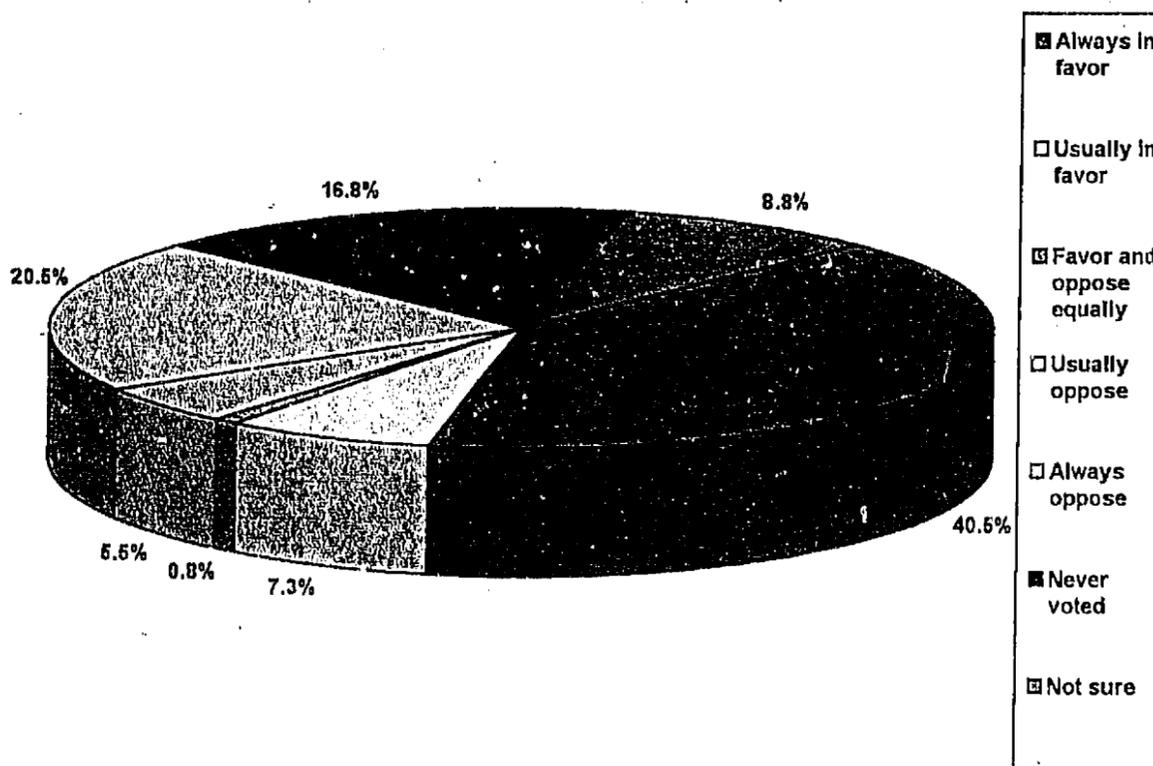
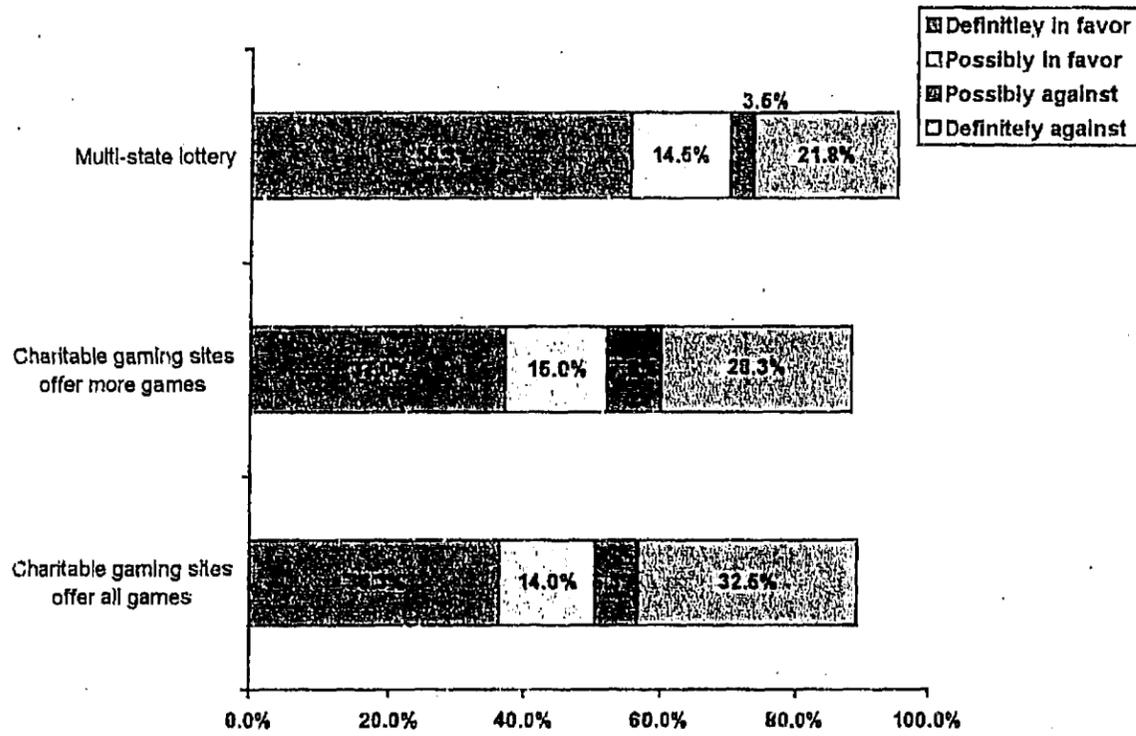


Figure 13. How do you feel you would vote for the following? (Includes all respondents)



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*Yolanda Richardson*  
Operator's Signature

10/16/03  
Date

Section

4

THE QUESTIONNAIRE

The following questionnaire was designed with assistance from Jim Fuglie and Wayne Kranzler (Kranzler Kingsley Communications) and Remi Brooke, Rick Stenseth, and Todd Kranda (Charitable Gaming Association of North Dakota).

The questionnaire in this report was used for all interviews conducted for this study.

Yolanda Richardson  
Operator's Signature

10/6/03  
Date



Q6-10. [IF never gambled or "not sure" (Q5 >= 5), then SKIP to Q14 (Q6-Q13b = 99).] Using the same scale – within the past week, past month, past year, more than a year, or never – how recently have you...

	Past week	Past month	Past year	More than a year	Never	Not sure
Q6. Played bingo, blackjack, pull-tabs, horse races, or other charitable games in North Dakota at a bingo hall, bar, club or restaurant?	1	2	3	4	5	91
Q7. Been to a reservation casino in North Dakota?	1	2	3	4	5	91
Q8. Been to a casino in another state?	1	2	3	4	5	91
Q9. Played slot machines in South Dakota or video poker in Montana?	1	2	3	4	5	91
Q10. Bought Powerball or lottery tickets in another state or had someone buy them for you?	1	2	3	4	5	91

Q11a-b. [IF never played charitable games or "not sure" (Q6 >= 5), then SKIP to Q12 (Q11a-b = 98).] Using a scale of excellent, good, fair, poor, or very poor, how would you rate the charitable games you have played in North Dakota at a bingo hall, bar, club or restaurant in...

	Excellent	Good	Fair	Poor	Very poor	Not sure
a. Being an enjoyable form of entertainment?	1	2	3	4	5	91
b. Giving you a reasonable chance to win?	1	2	3	4	5	91

Q12a-b. [IF never been to ND reservation casino or "not sure" (Q7 >= 5), then SKIP to Q13 (Q12a-b = 98).] Using a scale of excellent, good, fair, poor, or very poor, how would you rate the reservation casinos you have visited in North Dakota in...

	Excellent	Good	Fair	Poor	Very poor	Not sure
a. Being an enjoyable form of entertainment?	1	2	3	4	5	91
b. Giving you a reasonable chance to win?	1	2	3	4	5	91

Q13a-b. [IF never bought lottery tickets or "not sure" (Q10 >= 5), then SKIP to Q14 (Q13a-b = 98).] Using a scale of excellent, good, fair, poor, or very poor, how would you rate the out-of-state Powerball or lottery ticket games you have played in...

	Excellent	Good	Fair	Poor	Very poor	Not sure
a. Being an enjoyable form of entertainment?	1	2	3	4	5	91
b. Giving you a reasonable chance to win?	1	2	3	4	5	91

Q14. In North Dakota, the law currently allows gaming at reservation casinos and gaming operated by and for charities in bars, clubs, and restaurants. Currently, reservation casinos are allowed to offer slot machines, blackjack, poker, roulette and craps. However, charitable gaming sites in bars, clubs, and restaurants are allowed to provide blackjack, bingo, and pull-tabs. Looking into the future, what direction do you feel the legislature should take with laws that control the games that charitable gaming sites are allowed to provide – would you say the North Dakota legislature should pass laws that allow charitable gaming to provide...

- 1 .....All of the games currently available at reservation casinos only,
- 2 .....More of the games currently available at reservation casinos only, or
- 3 .....Only the games currently allowed at charitable gaming sites?
- 90 .....[Do Not Read] Other [Specify: \_\_\_\_\_]
- 91 .....[Do Not Read] Not sure, no response

Q15. As you may already know, South Dakota and Montana currently have slot machines and video poker machines. They allow machines in bars, restaurants, and convenience stores, and a large portion of the revenue from the machines goes to the state. If the state of North Dakota allowed machines similar to those in South Dakota and Montana, where do you feel people should be allowed to play them – would you say...

	Yes	No	Not sure
a. Only in bars, clubs, or bingo halls that currently offer charitable gaming?	1	2	91
b. All bars or clubs that have a liquor license?	1	2	91
c. Restaurants that have a liquor license?	1	2	91
d. Convenience stores?	1	2	91
e. Grocery stores?	1	2	91
f. Any private business that chooses to offer them?	1	2	91

Q16. If the state of North Dakota allowed slot machines and video poker machines similar to those in South Dakota and Montana, how often do you feel you would play them – would you say...

- 1 .....At least once a week,
- 2 .....At least once a month,
- 3 .....At least once a year,
- 4 .....Less than once a year, or
- 5 .....Never?
- 91 .....[Do Not Read] Not sure/No response

Q17. As you may also know, Minnesota, Montana, and South Dakota all currently participate in a multi-state lottery like Powerball – a game where people pick numbers and win money if the lottery numbers match the numbers they picked. These states allow lottery tickets to be sold at gas stations, convenience stores, and grocery stores and the revenue from the lottery tickets goes to the state. If the state of North Dakota participated in a multi-state lottery similar to that offered in Minnesota, Montana, where do you feel people should be buy lottery tickets – would you say...

	Yes	No	Not sure
a. Only in bars, clubs, or bingo halls that currently offer charitable gaming?	1	2	91
b. All bars or clubs that have a liquor license?	1	2	91
c. Restaurants that have a liquor license?	1	2	91
d. Convenience stores?	1	2	91
e. Grocery stores?	1	2	91
f. Any private business that chooses to offer them?	1	2	91

Q18. If the state of North Dakota participated in a multi-state lottery like Powerball, how often do you feel you would buy lottery tickets in North Dakota - would you say...

- 1 .....At least once a week,
- 2 .....At least once a month,
- 3 .....At least once a year,
- 4 .....Less than once a year, or
- 5 .....Never?
- 91 .....[Do Not Read] Not sure/No response

Q19-20. Next, I'm going to read several statements related to out-of-state slot machines, video poker machines and ticket lottery games. After I read each, please tell me if you strongly agree, slightly agree, slightly disagree, strongly disagree, or have no reaction to the statement.

Here is the first statement...	Strongly agree	Slightly agree	Neither	Slightly disagree	Strongly disagree	Not sure
Q19. Many North Dakotans play out-of-state slot machines, play out-of-state video poker machines, or buy out-of-state lottery tickets?	1	2	3	4	5	91
Q20. Our state and residents would benefit if the money that North Dakotans spend playing out-of-state lottery machines and buying out-of-state lottery tickets were spent on a North Dakota lottery?	1	2	3	4	5	91

Q21-24. Over the years, the legislature has considered many proposals to expand gaming in North Dakota. I'm going to read several of these proposals. After I read each, please tell me if you feel you would strongly support, somewhat support, somewhat oppose, strongly oppose, or have no reaction to the proposal to change the gaming laws in North Dakota.

How much do you feel you would favor or oppose a proposal to change the laws to allow...	Strongly favor	Somewhat favor	No reaction, Neither	Somewhat oppose	Strongly oppose	Not sure
Q21. Charitable gaming sites to operate slot machines, video poker, or other forms of electronic gaming?	1	2	3	4	5	91
Q22. Charitable organizations to operate casinos that provide all of the games currently allowed at reservation casinos <u>without</u> being located on or affiliated with an Indian reservation?	1	2	3	4	5	91
Q23. The state to operate casinos that provide all of the games currently allowed at reservation casinos <u>without</u> being located on or affiliated with an Indian reservation?	1	2	3	4	5	91
Q24. Private businesses to operate casinos that provide all of the games currently allowed at reservation casinos <u>without</u> being located on or affiliated with an Indian reservation?	1	2	3	4	5	91

Q25. If gaming laws in North Dakota were changed, who would you most prefer to have operate and benefit from the expanded gaming - would you say...

- 1 .....Charitable organizations,
- 2 .....The state government,
- 3 .....Private businesses, or
- 4 .....Native American tribes or reservations?
- 91 .....[Do Not Read] Not sure/No response

Q26. If gaming laws in North Dakota were changed, who would you least prefer to have operate and benefit from the expanded gaming – would you say...

- 1 .....Charitable organizations,
- 2 .....The state government,
- 3 .....Private businesses, or
- 4 .....Native American tribes or reservations?
- 91 .....[Do Not Read] Not sure/No response

Q27-34. I'm going to read several factors that may affect how much you support or oppose efforts to expand gaming in North Dakota. After I read each, please tell me if you feel the item would make you much more likely, somewhat more likely, somewhat less likely, much less likely, or have no impact on your support for efforts to expand gaming in North Dakota.

How likely do you feel you would be to support efforts to expand gaming in North Dakota if...	Much more likely	Somewhat more likely	No impact, Neither	Somewhat less likely	Much less likely	Not sure
Q27. It created a number of new jobs in the state?	1	2	3	4	5	91
Q28. It provided funding for programs and service that would be cut otherwise because of the state's recent budget shortfall?	1	2	3	4	5	91
Q29. It stimulated tourism and tourism-related economic development?	1	2	3	4	5	91
Q30. It kept the money in North Dakota that North Dakotans currently spend on out-of-state slot machines, video poker machines and lottery tickets?	1	2	3	4	5	91
Q31. A portion of the revenue went to charities in the state?	1	2	3	4	5	91
Q32. A portion of the revenue was used to fund public kindergarten through 12 <sup>th</sup> grade schools in the state?	1	2	3	4	5	91
Q33. A portion of the revenue was used to fund services for senior citizens in the state?	1	2	3	4	5	91
Q34. A portion of the revenue was used to increase current funding for gambling addiction treatment services in the state?	1	2	3	4	5	91

Q35. What do you feel are some reasons why some North Dakotans may favor increasing the revenue that charities receive by expanding charitable gaming in the state? [Clarify] [Probe for up to 3 responses] What are some other reasons why you feel some North Dakotans may favor increasing the revenue that charities receive by expanding charitable gaming in the state? [Clarify]

- a. \_\_\_\_\_
- b. \_\_\_\_\_
- c. \_\_\_\_\_

Q36. What do you feel are some reasons why some North Dakotans may oppose increasing the revenue that charities receive by expanding charitable gaming in the state? [Clarify] [Probe for up to 3 responses] What are some other reasons why you feel some North Dakotans may oppose increasing the revenue that charities receive by expanding charitable gaming in the state? [Clarify]

- a. \_\_\_\_\_
- b. \_\_\_\_\_
- c. \_\_\_\_\_

Q37-40. Using the same scale – much more likely, somewhat more likely, somewhat less likely, much less likely, or no impact – how likely do you feel you would be to vote for a candidate for the state legislature who supports...

	Much more likely	Somewhat more likely	No impact, Neither	Somewhat less likely	Much less likely	Not sure
Q37. Charitable gaming sites to operate slot machines, video poker, or other forms of electronic gaming?	1	2	3	4	5	91
Q38. A multi-state lottery similar to the Powerball games played in Minnesota, Montana, and South Dakota?	1	2	3	4	5	91
Q39. Allowing charitable gaming sites to offer more of the games currently available at reservation casinos only?	1	2	3	4	5	91
Q40. Allowing charitable gaming sites to offer all of the games currently available at reservation casinos only?	1	2	3	4	5	91

Q41. As you may already know, North Dakotans have voted several times in the past on measures for a lottery. To the best of your recollection, how did you vote on previous measures to allow a lottery in North Dakota -- would you say you...

- 1 .....Always voted in favor of a lottery,
- 2 .....Usually voted in favor of a lottery,
- 3 .....Voted in favor of and to oppose a lottery equally,
- 4 .....Usually voted to oppose a lottery, or
- 5 .....Always voted to oppose a lottery?
- 90 .....[Do Not Read] Did not ever vote on ND lottery measures, Never voted in ND
- 91 .....[Do Not Read] Not sure/No response

Q42. In November, North Dakota residents will vote on an initiated measure which will allow the state to participate in a multi-state lottery similar to the Powerball games played in Minnesota, Montana, and South Dakota. The revenues generated from this lottery will go the state. If the election were held today, how do you feel you would vote – would you say you would...

- 1 .....Definitely vote in favor of the measure,
- 2 .....Possibly vote in favor of the measure,
- 3 .....Possibly vote against the measure,
- 4 .....Definitely vote against the measure, or
- 5 .....You have no opinion related to this measure?
- 91 .....[Do Not Read] Not sure/no response

Q43. If you were asked to vote on a measure that allowed charitable gaming sites to offer more of the games currently available at reservation casinos only, how do you feel you would vote – would you say you would...

- 1 .....Definitely vote in favor of the measure,
- 2 .....Possibly vote in favor of the measure,
- 3 .....Possibly vote against the measure,
- 4 .....Definitely vote against the measure, or
- 5 .....You have no opinion related to this measure?
- 91 .....[Do Not Read] Not sure/no response

Q44. If you were asked to vote on a measure that allowed charitable gaming sites to offer all of the games currently available at reservation casinos only, how do you feel you would vote – would you say you would...

- 1 .....Definitely vote in favor of the measure,
- 2 .....Possibly vote in favor of the measure,
- 3 .....Possibly vote against the measure,
- 4 .....Definitely vote against the measure, or
- 5 .....You have no opinion related to this measure?
- 91 .....[Do Not Read] Not sure/no response

Q45. For classification purposes, may I have your age please? [IF RELUCTANT OR REFUSE, READ GROUPS: Please stop me when I read the age group which includes you...]

- 1 .....21 to 24,
- 2 .....25 to 34,
- 3 .....35 to 44,
- 4 .....45 to 54,
- 5 .....55 to 64, or
- 6 .....65 or older?
- 91 ..... [Do Not Read] Choose not to answer

Q46a. Do you live on a farm or a ranch?

- SKIP to Q47 ← ←
- 4 .....Yes
  - 91 .....No/Not sure

Q46b. Which town do you live in or closest to?

- |                     |                     |                                |
|---------------------|---------------------|--------------------------------|
| 1 ..... Bismarck    | 2 ..... Beulah      | 3 ..... Other (Specify: _____) |
| 1 ..... Dickinson   | 2 ..... Bottineau   | 91 ..... Choose not to answer  |
| 1 ..... Fargo       | 2 ..... Carrington  |                                |
| 1 ..... Grand Forks | 2 ..... Devils Lake |                                |
| 1 ..... Jamestown   | 2 ..... Grafton     |                                |
| 1 ..... Mandan      | 2 ..... Harvey      |                                |
| 1 ..... Minot       | 2 ..... Rugby       |                                |
| 1 ..... West Fargo  | 2 ..... Valley City |                                |
| 1 ..... Williston   | 2 ..... Wahpeton    |                                |

Q47. What was your household's gross or total income before taxes for the year 2001 – would you say...

- 1 .....Less than \$20,000,
- 2 .....\$20,000 to \$34,999,
- 3 .....\$35,000 to \$49,999,
- 4 .....\$50,000 to \$74,999, or
- 5 .....\$75,000 or more?
- 91 .....[Do Not Read] Choose not to answer

**VERIFICATION CLOSE:** That's all the questions I have for you. Lastly, let me verify that I dialed \_\_\_\_\_. Again, my name is (Your First Name), and on occasion a small percentage of people like yourself are called back just to verify that this interview actually took place. May I please have your first name, and first name only, so my supervisor will know who to ask for in case this interview is verified. Thank you for your time and have a good evening/day.

Resp. First Name: \_\_\_\_\_ Phone: (\_\_\_\_) \_\_\_\_\_ - \_\_\_\_\_ End Time: \_\_\_\_\_

Colista Rickford  
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Date

Section  
**5**

**CONTINGENCY TABLES**

Contingency tables are commonly referred to as "cross-tabs". They present the findings in an easy-to-understand, table form and provide the categorical data that is used most frequently in marketing. We strongly recommend that you review these tables and use them to facilitate any major decisions you make.

The contingency tables on the following pages show the proportion of all respondents who gave various responses to each question, as well as the proportion of specific sample segments (i.e. gender, age group, area of residence, etc.) who provided a particular response. This detail will enable you to determine which segments are more likely (or less likely) to have certain habits, intentions, opinions, and/or perceptions.

Please note the tables are separated into sections. The tables in each section have the same "banners" or sample segments across the top. Within each section, the tables are in order by question number, which appears on the top, left-hand side of each table.



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C4-5: By Region & Area of Residence Size

Q4. How likely are you to vote in the November election? Q5. How recently have you wagered money on games of chance?	Q3. Region of residence?									Q46. Where do you live?				
	William area	Minot area	Devils Lake area	Grand Forks area	Fargo area	Jamestown area	Bismarck area	Dickinson area	City	Medium town	Small town	Ranch or farm	Not sure	
Definitely vote	88.2%	80.0%	80.0%	80.7%	77.7%	87.2%	75.0%	79.2%	78.5%	84.2%	78.4%	81.4%	100.0%	
Possibly vote	11.8%	16.4%	16.0%	15.8%	14.6%	10.3%	16.3%	12.5%	15.9%	10.5%	9.8%	16.9%		
Will not vote		1.8%	4.0%		4.9%	2.6%	7.5%	4.2%	3.2%	5.3%	9.8%			
Not sure	2.0%	1.8%		3.5%	2.9%		1.3%	4.2%	2.4%					
Past week	16.0%	14.5%	12.0%	24.6%	18.4%	10.3%	13.8%	16.7%	14.3%	28.9%	2.0%	1.7%		
Past month	17.8%	25.5%	16.0%	14.0%	16.5%	12.8%	17.5%	25.0%	20.7%	2.6%	19.6%	11.9%		
Past year	23.8%	25.5%	24.0%	19.3%	23.3%	28.2%	27.5%	20.8%	23.9%	18.4%	13.7%	33.9%	100.0%	
More than a year	22.3%	18.2%	28.0%	22.8%	20.4%	23.1%	20.0%	25.0%	21.9%	28.9%	23.5%	12.6%		
Never	20.0%	16.4%	26.0%	17.5%	21.4%	25.6%	21.3%	12.5%	18.7%	21.1%	23.5%	22.0%		
Not sure	3%			1.8%					.4%					
Total Responses	400	55	25	57	103	39	80	24	251	38	51	59	1	

Includes all respondents

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Q6-10: By Region & Area of Residence Size

	Total	Q3. Region of residence?										Q4c. Where do you live?				
		Wilton area	Minot area	Devils Lake	Grand Forks area	Ridge area	Jankstown area	Bismarck area	Dickinson area	City	Medium town	Small town	Ranch area	Not sure		
Q6. How recently played charitable games in ND?	Past week	15.4%	10.9%	10.0%	23.9%	9.9%	17.2%	9.5%	4.8%	10.8%	23.3%	17.9%	8.7%			
	Past month	15.4%	13.0%	30.0%	8.7%	13.6%	13.3%	20.6%	23.8%	18.2%	10.0%	12.8%	8.7%			
	Past year	21.0%	17.4%	30.0%	21.7%	19.8%	11.7%	22.2%	33.3%	18.2%	30.0%	17.9%	28.3%	100.0%		
	More than a year	26.0%	28.3%	15.0%	28.3%	28.4%	30.7%	25.4%	14.3%	28.1%	20.0%	25.6%	21.7%			
Q7. How recently been to reservation casino in ND?	Never	25.1%	30.4%	15.0%	17.4%	28.4%	37.9%	22.2%	23.8%	24.6%	16.7%	25.6%	32.6%			
	Past week	8.5%	8.7%	15.0%	17.4%	8.6%	6.9%	14.3%	4.8%	6.4%	20.0%	15.4%	4.3%			
	Past month	14.7%	17.4%	35.0%	13.0%	12.3%	13.8%	15.9%	4.8%	15.3%	22.1%	15.4%	15.2%			
	Past year	29.2%	28.3%	20.0%	30.4%	22.2%	37.9%	34.9%	38.1%	28.1%	26.7%	23.1%	39.1%	100.0%		
Q8. How recently been to casino in another state?	More than a year	21.6%	32.6%	20.0%	17.4%	21.0%	24.1%	19.0%	14.3%	21.2%	30.0%	23.1%	17.4%			
	Never	25.7%	13.0%	10.0%	39.1%	35.8%	17.2%	15.9%	38.1%	29.1%	20.0%	15.4%	23.9%			
	Not sure	.3%									3.3%					
	Total Responses	319	46	20	46	81	29	63	21	203	30	39	46	1		
Q9. How recently played slot machines in SD or video poker in MT?	Past week	1.9%			2.2%	4.9%		1.6%		2.0%	3.3%		2.2%			
	Past month	7.2%	6.5%	5.0%	6.5%	6.2%	10.3%	7.9%	9.5%	6.9%	15.4%		6.5%			
	Past year	19.4%	19.6%	15.0%	23.9%	21.0%	17.2%	14.3%	19.0%	19.2%	20.0%	15.4%	23.9%			
	More than a year	33.5%	30.4%	25.0%	39.1%	37.0%	13.8%	41.3%	28.6%	35.0%	43.3%	33.3%	21.7%			
Q10. How recently have you bought Powerball or lottery tickets in another state?	Never	37.9%	43.5%	55.0%	28.3%	30.9%	58.6%	34.9%	42.9%	36.9%	33.3%	35.9%	45.7%	100.0%		
	Past week	.9%	2.2%			1.2%		1.6%		1.0%	2.6%					
	Past month	3.4%	2.2%		2.2%	1.2%	3.4%	3.2%	19.0%	1.5%	3.3%	10.3%	6.5%			
	Past year	9.7%	10.9%			7.4%	17.2%	12.7%	19.0%	11.8%	3.3%	2.6%	10.9%			
Total Responses	More than a year	15.7%	13.0%	25.0%	8.7%	18.5%	3.4%	19.0%	14.3%	16.3%	13.3%	17.9%	13.0%			
	Never	70.2%	71.7%	75.0%	89.1%	71.6%	75.9%	63.5%	47.5%	69.5%	80.0%	66.7%	69.6%	100.0%		
	Past week	14.4%	4.3%		32.6%	30.9%	6.9%	1.6%	4.8%	16.3%	20.0%	7.7%	8.7%			
	Past month	11.0%	15.2%		8.7%	13.6%	3.4%	11.1%	9.5%	13.3%	3.3%	10.3%	4.3%	100.0%		
Total Responses	Past year	20.4%	19.6%	25.0%	19.6%	17.3%	17.2%	22.2%	38.1%	17.7%	30.0%	28.2%	19.6%			
	More than a year	16.9%	21.7%	10.0%	15.2%	12.3%	17.2%	20.6%	4.8%	19.2%	6.7%	12.8%	17.4%			
	Never	37.0%	39.1%	65.0%	23.9%	25.9%	55.2%	42.9%	42.9%	33.0%	40.0%	41.0%	50.0%			
	Not sure	.3%						1.6%		.5%						

Includes all respondents who have ever gambled

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Q11a-b: By Region & Area of Residence Size

	Q3. Region of residence?										Q46. Where do you live?				
	Williston area	Minot area	Devils Lake area	Grand Forks area	Fargo area	Janktown area	Blomark area	Dickinson area	City	Medium town	Small town	Farm or ranch	Not sure		
Q11a. How rate ND charitable games in being enjoyable form of entertainment?	9.1%	12.5%	11.8%	5.3%	10.3%		10.2%	25.0%	12.4%		13.8%	3.2%			
	36.4%	34.4%	29.4%	50.0%	43.1%		44.9%	43.8%	39.9%		48.3%	41.9%	100.0%		
	27.3%	37.5%	23.5%	26.3%	31.0%		38.8%	25.0%	34.0%		27.6%	29.0%			
	9.1%	3.1%	23.5%	5.3%	5.2%		2.0%	6.3%	4.6%		3.4%	12.9%			
	1.7%	3.1%		5.3%			2.0%		2.0%			3.2%			
	8.4%	9.4%	11.8%	7.9%	10.3%		2.0%		7.2%		6.9%	9.7%			
Q11b. How rate ND charitable games in giving you reasonable chance to win?	9.1%	9.4%	5.9%		6.9%		6.1%	12.5%	8.5%		3.4%				
	27.3%	37.5%	11.8%	28.9%	29.3%		28.6%	18.8%	28.1%		31.0%	22.6%	100.0%		
	18.2%	28.1%	29.4%	26.3%	36.2%		34.7%	37.5%	33.3%		20.7%	32.3%			
	18.2%	6.3%	29.4%	21.1%	13.8%		12.2%	25.0%	13.7%		8.0%	25.8%			
	9.1%	9.4%	23.5%	15.8%	1.7%		12.2%		7.2%		8.0%	9.7%			
	18.2%	9.4%		7.9%	12.1%		6.1%	6.3%	9.2%		16.0%	9.7%			
Total Responses	11	32	17	38	58	18	49	15	153	25	29	31	1		

Includes all respondents who ever played charitable games

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Q12a-b: By Region & Area of Residence Size

Q12a. How rate ND reservation casinos in being enjoyable form of entertainment?	Q12b. How rate ND reservation casinos in giving you reasonable chance to win?	Q3. Region of residence?										Q4c. Where do you live?				
		Winnipeg area	Minot area	Devils Lake area	Grand Forks area	Fargo area	Jamestown area	Bismarck area	Dickinson area	City	Medium town	Small town	Ranch or farm	Not sure		
Excellent		13.6%	15.0%	11.1%	3.6%	13.5%	16.7%	15.1%	30.8%	11.8%	13.0%	24.2%	8.6%	100.0%		
Good		37.7%	37.5%	27.8%	46.4%	36.5%	33.3%	37.7%	30.8%	41.0%	30.4%	36.4%	31.4%			
Fair		30.1%	35.0%	22.2%	35.7%	26.9%	37.5%	26.4%	30.8%	32.6%	30.4%	18.2%	31.4%			
Poor		9.3%	5.0%	11.1%	3.6%	13.5%	8.3%	11.3%	7.7%	5.6%	17.4%	12.1%	17.1%			
Very poor		2.5%		5.6%	3.6%	1.9%		5.7%		2.8%						
Not sure		6.8%	7.5%	22.2%	7.1%	7.7%	4.2%	3.8%		6.3%	8.7%	9.1%	5.7%			
Excellent		4.7%	5.0%			5.8%		5.7%	15.4%	6.3%		6.1%				
Good		21.6%	37.5%	16.7%	14.3%	19.2%	20.8%	20.8%	15.4%	20.8%	17.4%	27.3%	20.0%	100.0%		
Fair		39.4%	35.0%	27.8%	53.6%	38.5%	45.8%	37.7%	38.5%	42.4%	43.5%	27.3%	37.1%			
Poor		19.5%	10.0%	33.3%	10.7%	21.7%	25.0%	20.8%	23.1%	14.6%	30.4%	24.2%	28.6%			
Very poor		8.9%	5.0%	22.2%	14.3%	7.7%	4.2%	7.5%	7.7%	9.0%	4.3%	9.1%	11.4%			
Not sure		5.9%	7.5%		7.1%	7.7%	4.2%	7.5%		6.9%	4.3%	6.1%	2.9%			
Total Responses		236	40	18	28	52	24	53	13	144	23	33	35	1		

Includes all respondents who have ever been to a ND reservation casino

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Q13a-b: By Region & Area of Residence Size

Q13a. How rate out-of-state Powerball or lottery games in being enjoyable form of entertainment?	Q13b. How rate out-of-state Powerball or lottery games in giving you reasonable chances to win?	Total	Q3. Region of residence?								Q46. Where do you live?					
			Williston area	Minot area	Devils Lake area	Grand Forks area	Fargo area	Jamestown area	Bismarck area	Dickinson area	City	Medium town	Small town	Farm or ranch	Not sure	
Excellent	Excellent	9.0%	20.0%	10.7%	14.3%	5.7%	11.7%	8.6%	8.6%	11.1%	8.9%	11.1%	17.4%			
Good	Good	33.0%	20.0%	17.9%	14.3%	33.3%	25.7%	33.3%	45.7%	75.0%	33.3%	16.7%	39.1%	34.8%		100.0%
Fair	Fair	33.0%	20.0%	39.3%	34.3%	35.0%	34.3%	30.8%	30.8%	25.0%	34.1%	33.3%	21.7%	39.1%		
Poor	Poor	12.5%	20.0%	7.1%	42.9%	13.3%	5.7%	7.7%	5.7%		11.1%	16.7%	13.0%	17.4%		
Very poor	Very poor	3.5%	10.0%	3.6%				15.4%	2.9%		3.0%	5.6%		8.7%		
Not sure	Not sure	9.0%	10.0%	21.4%	14.3%	6.7%	8.6%	15.4%	2.9%		9.6%	16.7%	8.7%			
Excellent	Excellent	3.5%		3.6%	14.3%	5.0%	2.9%		2.9%		3.7%					
Good	Good	19.0%	30.0%	17.9%	8.6%	21.7%	8.6%	30.8%	22.9%	16.7%	19.3%	22.2%	17.4%	17.4%		
Fair	Fair	31.5%	20.0%	25.0%	34.3%	28.3%	34.3%	38.5%	34.3%	50.0%	32.6%	38.9%	26.1%	26.1%		
Poor	Poor	24.0%	20.0%	25.0%	25.7%	30.0%	25.7%	15.4%	22.9%	8.3%	22.2%	22.2%	30.4%	30.4%		
Very poor	Very poor	15.5%	20.0%	7.1%	28.6%	13.3%	22.9%	13.4%	11.4%	25.0%	15.6%	5.6%	8.7%	26.1%		100.0%
Not sure	Not sure	6.5%	10.0%	21.4%	14.3%	1.7%	5.7%		5.7%		6.7%	11.1%	8.7%			
Total Responses		200	10	28	7	35	60	13	35	12	135	18	23	23		1

Includes all respondents who have ever played out-of-state lottery games

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Q14: By Region & Area of Residence Size

Q14. What direction should the legislature take with laws that control the charitable games allowed?	Q3. Region of residence?										Q46. Where do you live?				
	Total	Wittson area	Minot area	Davia Lake area	Grand Forks area	Fargo area	Jamestown area	Blair area	Dickinson area	City	Medium town	Small town	Ranch or farm	Not sure	
All casino games	34.8%	41.2%	21.8%	32.0%	33.3%	39.8%	35.9%	36.3%	37.5%	36.3%	26.3%	37.3%	30.5%	100.0%	
Most casino games	11.8%	17.6%	21.8%		10.5%	11.7%	5.1%	10.0%	16.7%	12.7%	7.9%	11.8%	10.2%		
Only current charitable games	36.5%	17.6%	40.0%	40.0%	29.8%	38.8%	46.2%	35.0%	33.3%	36.3%	44.7%	29.4%	39.0%		
Opposed to gambling	5.8%	17.6%	5.5%	8.0%	7.0%	2.9%	2.6%	7.5%	4.2%	4.8%	2.6%	9.8%	8.5%		
Allow lottery tickets	.8%		1.8%	4.0%				1.3%		.8%	2.6%				
Should be state operated	.5%				3.5%										
Misc. other	.8%					1.9%	2.6%			.8%					
Not sure	9.3%	5.9%	9.1%	16.0%	15.8%	4.9%	7.7%	10.0%	8.3%	8.4%	15.8%	11.8%	6.8%		
Total Responses	400	17	55	25	57	103	39	80	24	251	38	51	59	1	

Includes all respondents

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Q15a-f: By Region & Area of Residence Size

	Total	Q3. Region of residence?										Q4G. Where do you live?				
		W/Heaton Rt 13	Minot area	Devils Lake area	Grand Forks area	Fargo area	Jamestown area	Bismarck area	Dickinson area	City	Medium town	Small town	Ranch or Farm	Not sure		
Q15a. Allow machines in charitable gaming sites?	61.5%	47.1%	63.6%	52.0%	61.4%	64.1%	69.2%	60.0%	58.3%	64.1%	63.2%	49.0%	59.3%	100.0%		
No	33.8%	52.9%	32.7%	44.0%	35.1%	31.1%	23.1%	33.8%	37.5%	31.1%	34.2%	47.1%	33.9%			
Not sure	4.8%		3.6%	4.0%	3.5%	4.9%	7.7%	6.3%	4.2%	4.8%	2.6%	3.9%	6.8%			
Q15b. Allow machines in bars or clubs that have liquor licenses?	59.8%	52.9%	52.7%	64.0%	47.4%	67.0%	61.5%	60.0%	70.8%	62.2%	55.3%	54.9%	55.9%	100.0%		
No	37.0%	41.2%	45.5%	32.0%	49.1%	29.1%	33.3%	37.5%	29.2%	34.3%	39.5%	45.1%	40.7%			
Not sure	3.3%	5.9%	1.8%	4.0%	3.5%	3.9%	5.1%	2.5%		3.6%	5.3%		3.4%			
Q15c. Allow machines in restaurants that have liquor licenses?	38.8%	35.3%	41.8%	44.0%	24.6%	35.9%	41.0%	45.0%	50.0%	39.8%	47.4%	37.3%	28.8%	100.0%		
No	59.3%	64.7%	58.2%	52.0%	73.7%	61.2%	53.8%	53.8%	50.0%	59.4%	50.0%	60.8%	64.4%			
Not sure	2.0%			4.0%	1.8%	2.9%	5.1%	1.3%		.8%	2.6%	2.0%	6.8%			
Q15d. Allow machines in convenience stores?	24.5%	29.4%	21.8%	28.0%	17.5%	21.4%	25.6%	27.5%	41.7%	22.3%	36.8%	31.4%	20.3%			
No	73.8%	70.0%	78.2%	68.0%	80.7%	76.7%	71.8%	70.0%	58.3%	76.1%	60.5%	68.6%	76.3%	100.0%		
Not sure	1.8%			4.0%	1.8%	1.9%	2.6%	2.5%		1.6%	2.6%		3.4%			
Q15e. Allow machines in grocery stores?	17.8%	23.5%	16.4%	28.0%	14.0%	13.6%	17.9%	17.5%	33.3%	17.9%	13.2%	23.5%	15.3%			
No	81.0%	76.5%	83.6%	72.0%	84.2%	86.4%	76.9%	80.0%	66.7%	80.9%	84.2%	76.5%	83.1%	100.0%		
Not sure	1.3%				1.8%		5.1%	2.5%		1.2%	2.6%		1.7%			
Q15f. Allow machines in any private business?	22.5%	11.8%	18.2%	32.0%	14.0%	26.2%	20.5%	22.5%	37.5%	23.9%	18.4%	27.5%	15.3%			
No	74.5%	82.4%	81.8%	68.0%	82.5%	71.8%	76.9%	70.0%	62.5%	72.5%	76.3%	72.5%	83.1%	100.0%		
Not sure	3.0%	5.9%		3.5%	1.9%	1.9%	2.6%	7.5%		3.6%	5.3%		1.7%			
Total Responses	400	17	55	25	57	103	39	80	24	251	38	51	59	1		

Includes all respondents

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Operator's Signature Loiseta Rickford

Date 10/6/02

Q16: By Region & Area of Residence Size

Q16. If ND allowed slot machines and video poker machines similar to those in SD & MT, how often would you play them?	Q3. Region of residence?										Q46. Where do you live?				
	Total	Williston area	Minot area	Devils Lake area	Grand Forks area	Fargo area	Jamestown area	Bismarck area	Dickinson area	City	Medium town	Small town	Farm or ranch	Not sure	
1+ per week	9.3%	5.9%	14.5%	8.0%	8.8%	3.9%	7.7%	12.5%	16.7%	7.2%	10.5%	17.6%	10.2%		
1+ per month	21.3%	11.8%	21.8%	12.0%	15.8%	24.3%	17.9%	18.8%	50.0%	23.5%	18.4%	21.6%	11.9%	100.0%	
1+ per year	21.8%	17.6%	23.6%	20.0%	22.8%	24.3%	17.9%	23.8%	8.3%	22.7%	18.4%	17.6%	23.7%		
< 1 per year	11.0%	17.6%	9.1%	16.0%	12.3%	12.6%	15.4%	6.3%	4.2%	10.8%	13.2%	3.9%	16.9%		
Never	35.5%	47.1%	30.9%	44.0%	38.6%	34.0%	38.3%	36.3%	20.8%	34.7%	39.5%	35.3%	37.3%		
Not sure	1.3%				1.8%	1.0%	2.6%	2.5%		1.2%	3.9%				
Total Responses	400	17	55	25	57	103	39	80	24	251	38	51	59	1	

Includes all respondents

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Loiseta Rickford Operator's Signature 10/10/03 Date

Q17a-f: By Region & Area of Residence Size

	Total	Q3. Region of residence?										Q46. Where do you live?				
		Watson area	Minot area	Devils Lake area	Grand Forks area	Fargo area	Jamestown area	Bismarck area	Dickinson area	City	Metairie town	Small town	Ranch or farm	Not sure		
Q17a. Buy lottery tickets in charitable gaming sites?	Yes 33.3%	17.6%	30.9%	20.0%	29.8%	35.0%	46.2%	37.5%	45.8%	35.9%	28.9%	25.5%	32.2%	100.0%		
	No 63.5%	76.5%	63.6%	72.0%	66.7%	64.1%	46.2%	66.3%	54.2%	61.8%	68.4%	68.7%	62.7%	100.0%		
	Not sure 3.3%	5.9%	5.5%	3.5%	3.5%	1.0%	7.7%	1.3%	1.7%	2.4%	2.6%	5.9%	5.1%			
Q17b. Buy lottery tickets in all bars or clubs that have liquor?	Yes 61.5%	64.7%	54.5%	50.9%	58.3%	59.0%	68.8%	68.8%	91.7%	63.7%	57.9%	51.0%	64.4%			
	No 34.8%	35.3%	38.2%	32.0%	45.6%	37.9%	28.8%	28.8%	8.3%	32.7%	36.8%	45.1%	32.2%	100.0%		
	Not sure 3.8%	7.3%	7.3%	4.0%	3.9%	3.9%	2.5%	2.5%	8.3%	3.6%	5.3%	3.9%	3.4%			
Q17c. Buy lottery tickets in restaurants that have a liquor license?	Yes 56.0%	58.8%	63.6%	60.0%	36.8%	54.4%	57.5%	57.5%	87.5%	58.2%	57.9%	43.1%	57.6%			
	No 41.3%	35.3%	34.5%	36.0%	63.2%	41.7%	46.2%	38.8%	12.5%	39.4%	39.5%	54.9%	37.3%	100.0%		
	Not sure 2.8%	5.9%	1.8%	4.0%	3.9%	3.9%	2.6%	3.8%	2.6%	2.4%	2.6%	2.0%	5.1%			
Q17d. Buy lottery tickets in convenience stores?	Yes 74.5%	64.7%	76.4%	68.0%	70.2%	80.6%	66.7%	73.8%	83.3%	75.7%	73.7%	68.6%	74.6%	100.0%		
	No 24.5%	35.3%	23.6%	28.0%	29.8%	19.4%	30.8%	23.8%	16.7%	23.9%	23.7%	29.4%	23.7%			
	Not sure 1.0%			4.0%			2.6%	2.5%	2.6%	.4%	2.6%	2.0%	1.7%			
Q17e. Buy lottery tickets in grocery stores?	Yes 63.3%	67.9%	69.1%	60.0%	52.6%	68.0%	53.8%	66.3%	70.8%	64.5%	57.9%	58.8%	64.4%	100.0%		
	No 35.3%	47.1%	30.9%	45.6%	32.0%	41.0%	41.0%	31.3%	29.2%	34.7%	36.8%	39.2%	33.9%			
	Not sure 1.5%			1.8%			5.1%	2.5%	2.5%	.8%	5.3%	2.0%	1.7%			
Q17f. Buy lottery tickets in any private business?	Yes 45.0%	41.2%	50.9%	33.3%	42.7%	35.9%	35.9%	51.3%	62.5%	47.8%	36.8%	41.2%	42.4%			
	No 51.3%	58.8%	47.3%	61.4%	55.3%	55.3%	51.3%	46.3%	37.5%	51.0%	52.6%	51.0%	50.8%	100.0%		
	Not sure 3.8%		1.8%	5.3%	1.9%	1.9%	12.8%	2.5%	2.5%	1.2%	10.5%	7.8%	6.8%			
Total Responses	400	17	55	25	57	103	39	80	24	231	38	51	59	1		

Includes all respondents

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*Richard Costa*  
Operator's Signature

10/16/03  
Date

Q18: By Region & Area of Residence Size

Q18. IFND participated in multi-state lottery like Powerball, how often would you buy lottery tickets?	Q3. Region of residence?										Q46. Where do you live?				
	Williston area	Minot area	Devils Lake area	Grand Forks area	Fargo area	Jamestown area	Bismarck area	Dickinson area	City	Medium town	Small town	Farm or ranch	Not sure		
1+ per week	23.5%	36.4%	16.0%	28.1%	29.1%	17.9%	32.5%	50.0%	31.5%	34.2%	31.4%	16.9%	100.0%		
1+ per month	23.5%	29.1%	32.0%	28.1%	27.2%	25.6%	23.8%	25.0%	27.9%	28.9%	21.6%	25.4%			
1+ per year	5.9%	10.9%	4.0%	12.3%	14.6%	17.9%	17.5%		13.9%	5.3%	9.8%	15.3%			
< 1 per year	11.8%	3.6%	8.0%	5.3%	5.8%	10.3%		4.2%	3.6%	5.3%	5.9%	10.2%			
Never	29.4%	18.2%	40.0%	26.3%	23.3%	28.2%	25.0%	20.8%	22.3%	26.3%	31.4%	30.5%			
Not sure	5.9%	1.8%					1.3%		.8%			1.7%			
Total Responses	17	55	25	57	103	39	80	24	251	38	51	59	1		

Includes all respondents

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Operator's Signature Loiseta Rickford

Date 10/16/02

Q19-20: By Region & Area of Residence Size

	Q3. Region of residence?										Q4. Where do you live?				
	Williston area	Minot area	Devils Lake area	Grand Forks area	Fargo area	Jamestown area	Bismarck area	Dickinson area	City	Medium town	Small town	Ranch or farm	Not sure		
Q19. Many NDans play out-of-state slot machines, play out-of-state video poker machines, or buy out-of-state lottery tickets?	52.9%	67.3%	60.0%	56.1%	71.8%	48.7%	57.5%	62.5%	65.3%	57.9%	64.7%	45.8%	100.0%		
Strongly agree															
Slightly agree	11.8%	21.8%	16.0%	21.1%	20.4%	20.5%	18.8%	25.0%	19.9%	13.2%	15.7%	28.8%			
No reaction	11.8%	1.8%	4.0%		1.0%	7.7%	6.3%		3.6%	2.6%	2.0%	3.4%			
Slightly disagree	11.8%		16.0%	8.8%	1.9%	5.1%	8.8%	4.2%	3.2%	13.2%	7.8%	10.2%			
Strongly disagree	5.9%	3.6%		5.3%	3.9%	12.8%	5.0%	4.2%	4.0%	5.3%	7.8%	6.8%			
Not sure	5.9%	5.5%	4.0%	8.8%	1.0%	5.1%	3.8%	4.2%	4.0%	7.9%	2.0%	5.1%			
Q20. Our state and residents would benefit if the money that NDans spend playing out-of-state lottery machines	58.8%	63.6%	60.0%	49.1%	65.0%	59.0%	63.8%	70.8%	62.9%	73.7%	62.7%	45.8%	100.0%		
Strongly agree	17.6%	14.5%	12.0%	19.3%	19.4%	20.5%	11.3%	16.7%	16.3%	5.3%	13.7%	27.1%			
Slightly agree		1.8%		3.5%		10.3%	1.3%		1.6%		2.0%	5.1%			
No reaction		7.3%		8.8%	3.9%	2.6%	3.8%		4.4%	2.6%	5.9%	3.4%			
Slightly disagree	17.6%	12.7%	12.0%	14.0%	8.7%	5.1%	15.0%	4.2%	10.4%	13.2%	11.8%	13.6%			
Strongly disagree	5.9%		16.0%	5.3%	2.9%	2.6%	5.0%	8.3%	4.4%	5.3%	3.9%	5.1%			
Not sure															
Total Responses	17	55	25	57	103	39	80	24	251	38	51	59	1		

Includes all respondents

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Operator's Signature J. Coeta Rickford Date 10/6/03

Q21-24: By Region & Area of Residence Size

Q21. Reaction to allowing charitable gaming sites to operate slot machines, video poker, or other forms of electronic gaming?	Total	Q3. Region of residence?										Q46. Where do you live?				
		Williston area	Minot area	Devils Lake area	Grand Forks area	Fargo area	Jamestown area	Bismarck area	Dickinson area	City	Medium town	Small town	Ranch or Farm	Not sure		
Strongly favor	35.0%	29.4%	27.3%	32.0%	33.3%	37.9%	17.9%	42.5%	54.2%	37.1%	23.7%	39.2%	28.8%	100.0%		
Slightly favor	21.5%	17.6%	29.1%	15.8%	25.2%	25.6%	25.6%	20.0%	12.5%	22.3%	28.9%	15.7%	18.6%			
No reaction	6.8%	5.9%	10.9%	7.0%	6.8%	7.7%	3.8%	3.8%	4.2%	6.4%	10.5%	3.9%	8.5%			
Slightly oppose	8.0%		5.5%	14.0%	7.8%	10.3%	6.3%	6.3%	8.3%	7.2%	7.9%	7.8%	11.9%			
Strongly oppose	25.3%	47.1%	25.3%	22.8%	22.3%	35.9%	22.5%	22.5%	8.3%	23.5%	26.3%	29.4%	28.8%			
Not sure	3.5%		1.8%	7.0%		2.6%	5.0%	5.0%	12.5%	3.6%	2.6%	3.9%	3.4%			
Q22. Reaction to allowing charitable organizations to operate casinos that provide all of the games currently operating to the state?	37.3%	35.3%	40.0%	24.6%	37.9%	23.1%	43.8%	58.3%	37.5%	37.5%	28.9%	43.1%	35.6%	100.0%		
Slightly favor	17.8%	11.8%	14.5%	24.6%	22.3%	20.5%	12.5%	12.5%	12.5%	18.7%	21.1%	11.8%	16.9%			
No reaction	6.0%	5.9%	5.5%	1.8%	7.8%	12.8%	3.8%	3.8%	4.0%	4.0%	21.1%	2.0%	8.5%			
Slightly oppose	8.5%		12.7%	12.3%	7.8%	7.7%	6.3%	6.3%	12.5%	8.8%	5.3%	5.9%	11.9%			
Strongly oppose	26.8%	41.2%	23.6%	33.3%	22.3%	30.8%	30.0%	30.0%	8.3%	26.7%	23.7%	33.3%	23.7%			
Not sure	3.8%	5.9%	3.6%	3.5%	1.9%	5.1%	3.8%	3.8%	8.3%	4.4%	3.9%	3.9%	3.4%			
Q23. Reaction to the state operating casinos that provide all of the games currently operating to private businesses?	36.3%	35.3%	30.9%	21.1%	41.7%	25.6%	40.0%	40.0%	54.2%	35.1%	50.0%	41.2%	28.8%			
Slightly favor	15.8%	5.9%	14.5%	24.6%	21.4%	20.5%	10.0%	10.0%	4.2%	15.1%	18.4%	7.8%	23.7%			
No reaction	5.8%		5.5%	5.3%	4.9%	2.6%	3.8%	3.8%	8.3%	4.8%	5.3%	3.9%	11.9%			
Slightly oppose	9.8%	11.8%	14.5%	14.0%	7.8%	10.3%	8.8%	8.8%	12.5%	12.0%	2.6%	5.9%	8.5%			
Strongly oppose	29.0%	35.3%	30.9%	29.8%	23.3%	35.9%	33.8%	33.8%	16.7%	29.9%	21.1%	37.3%	22.0%	100.0%		
Not sure	3.5%	5.9%	3.6%	5.3%	1.0%	5.1%	3.8%	3.8%	4.2%	3.2%	2.6%	3.9%	5.1%			
Q24. Reaction to private businesses operating casinos that provide all of the games currently operating to private businesses?	17.3%	11.8%	10.9%	8.8%	17.5%	7.7%	26.3%	33.3%	33.3%	19.1%	10.5%	15.7%	13.6%	100.0%		
Slightly favor	8.3%	11.8%	21.8%	5.3%	9.7%	5.1%	2.5%	2.5%	4.2%	8.4%	13.2%	5.9%	6.8%			
No reaction	6.0%	5.9%	7.3%	3.5%	7.8%	12.8%	2.5%	2.5%	4.2%	4.8%	13.2%	2.0%	10.2%			
Slightly oppose	17.5%	5.9%	14.5%	21.1%	23.3%	10.3%	15.0%	15.0%	20.8%	18.3%	13.2%	9.8%	23.7%			
Strongly oppose	46.8%	58.8%	41.8%	52.6%	40.8%	53.8%	51.3%	51.3%	33.3%	45.8%	44.7%	64.7%	37.3%			
Not sure	4.3%	5.9%	3.6%	8.8%	1.0%	10.3%	2.5%	2.5%	4.2%	3.6%	5.3%	2.0%	8.5%			
Total Responses	400	17	55	25	57	103	39	80	24	251	38	51	59	1		

Includes all respondents

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Operator's Signature *La Costa Rickford*

Date *10/10/03*

Q25-26: By Region & Area of Residence Size

	Q25. Region of residence?										Q26. Where do you live?				
	Williston area	Minot area	Devils Lake area	Grand Forks area	Fargo area	Jamestown area	Bismarck area	Dickinson area	City	Medium town	Small town	Ranch or farm	Not sure		
Q25. If laws changed, who would you most prefer to have operate and benefit from expanded gaming?	41.2%	30.9%	44.0%	33.3%	37.9%	41.0%	36.3%	54.2%	37.5%	44.7%	35.3%	35.6%	100.0%		
Charities															
State gov't	47.1%	45.5%	32.0%	45.6%	44.7%	41.3%	41.3%	33.3%	45.8%	34.2%	41.2%	35.6%			
Private business	5.9%	5.2%		5.3%	5.8%		6.3%	4.2%	4.0%	5.3%	7.8%	5.1%			
Native Americans		1.8%		3.5%	3.9%	5.1%	5.0%	4.2%	4.0%	2.6%	3.9%	1.7%			
Not sure	5.9%	16.4%	24.0%	12.3%	7.8%	12.8%	11.3%	4.2%	8.8%	13.2%	11.8%	22.0%			
Q26. If laws changed, who would you least prefer to have operate and benefit from the expanded gaming?															
Charities															
State gov't		12.7%	20.0%	14.0%	7.8%	17.9%	2.5%	16.7%	3.2%	5.3%	2.0%	1.7%			
Private business	23.5%	27.3%	24.0%	43.9%	41.7%	43.6%	41.3%	25.0%	37.8%	28.9%	39.2%	39.0%	100.0%		
Native Americans	35.3%	45.5%	28.0%	17.5%	35.9%	20.5%	28.8%	20.8%	32.7%	31.6%	27.5%	22.0%			
Not sure	41.2%	14.5%	16.0%	21.1%	10.7%	15.4%	15.3%	37.5%	15.1%	18.4%	17.6%	27.1%			
Total Responses	17	55	25	57	103	39	80	24	251	38	51	59	1		

Includes all respondents

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Operator's Signature: Loiseta Richardson Date: 10/16/03

Q27-30: By Region & Area of Residence Size

	Total	Q27. Regions of residence?										Q28. Where do you live?				
		Wildlawn area	Minor area	Devils Lake	Grand Forks	Fargo area	Jamestown	Bismarck	Dickinson	City	Medina town	Small town	Farm town	Not sure		
Q27. How likely to support expanded gaming if it created new jobs?		52.9%	70.9%	52.0%	43.9%	47.6%	35.9%	50.0%	66.7%	50.6%	52.6%	58.8%	45.8%	100.0%		
Much more likely	51.3%															
Somewhat more likely	19.5%	17.6%	12.7%	16.0%	22.8%	23.3%	20.5%	20.0%	12.5%	22.7%	21.1%	9.8%	13.6%			
No impact likely	7.0%	5.9%	3.6%	16.0%	5.3%	4.9%	12.8%	8.8%	4.2%	4.0%	5.3%	11.8%	16.9%			
Somewhat less likely	4.8%															
Much less likely	16.8%	23.5%	12.7%	12.0%	15.8%	19.4%	20.5%	17.5%	8.3%	16.7%	18.4%	15.7%	16.9%			
Not sure	8%			4.0%	1.8%				4.2%	.4%	2.6%		1.7%			
Q28. How likely to support expanded gaming if it provided funding for services that would be cut due to shortfall?																
Much more likely	50.8%	47.1%	69.1%	44.0%	38.6%	51.5%	41.0%	50.0%	62.5%	52.2%	44.7%	54.9%	45.8%			
Somewhat more likely	18.3%	11.8%	10.9%	24.0%	19.3%	18.4%	30.8%	17.5%	12.5%	18.3%	18.4%	13.7%	20.3%			
No impact likely	6.8%	11.8%	5.5%	12.0%	5.3%	4.9%	7.7%	7.5%	8.3%	4.4%	5.3%	13.7%	11.9%			
Somewhat less likely	4.8%		1.8%													
Much less likely	16.3%	29.4%	12.7%	12.0%	17.5%	19.4%	12.8%	17.5%	4.2%	17.5%	18.4%	13.7%	11.9%			
Not sure	3.3%			8.0%	7.0%	1.0%	7.7%	2.5%	4.2%	2.4%	10.5%	2.0%	3.4%			
Q29. How likely to support expanded gaming if it stimulated tourism and economic development?																
Much more likely	47.3%	47.1%	56.4%	44.0%	40.4%	43.7%	38.5%	50.0%	66.7%	47.4%	42.1%	58.8%	39.0%	100.0%		
Somewhat more likely	21.8%	5.9%	14.5%	24.0%	24.6%	23.3%	33.3%	22.5%	12.5%	22.3%	23.7%	11.8%	27.1%			
No impact likely	7.5%	11.8%	9.1%	12.0%	8.8%	5.8%	5.1%	6.3%	8.3%	5.2%	10.5%	11.8%	11.9%			
Somewhat less likely	5.5%		5.5%													
Much less likely	16.0%	23.5%	12.7%	12.0%	14.0%	21.4%	15.4%	16.3%	4.2%	17.5%	15.8%	11.8%	13.6%			
Not sure	2.0%	11.8%	1.8%	8.0%	1.8%	1.0%	2.6%			.8%	7.9%	2.0%	3.4%			
Q30. How likely to support expanded gaming if it kept money in ND currently spend out-of-state?																
Much more likely	61.0%	64.7%	76.4%	56.0%	54.4%	56.3%	51.3%	63.8%	70.8%	64.1%	52.6%	60.8%	52.5%	100.0%		
Somewhat more likely	16.3%	5.9%	7.3%	20.0%	19.3%	18.4%	25.6%	13.8%	16.7%	14.3%	23.7%	11.8%	23.7%			
No impact likely	4.8%	5.9%	5.5%	8.0%	5.3%	1.0%	7.7%	7.5%		2.8%	2.6%	11.8%	8.5%			
Somewhat less likely	4.5%		3.6%	4.0%	5.3%	5.8%	7.7%	2.5%	4.2%	5.6%	2.6%	2.0%	3.4%			
Much less likely	12.3%	23.5%	7.3%	8.0%	14.0%	17.5%	5.1%	12.5%	4.2%	12.4%	13.2%	13.7%	10.2%			
Not sure	1.3%			4.0%	1.8%	1.0%	2.6%		4.2%	.8%	5.3%		1.7%			
Total Responses	400	17	55	25	57	103	39	80	24	251	38	51	59	1		

Includes all respondents

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Operator's Signature Valista Rickford Date 10/16/03

Q31-34: By Region & Area of Residence Size

Q31. How likely to support expanded gaming if portion went to charities?	Q32. How likely to support expanded gaming if portion used for public schools?	Q33. How likely to support expanded gaming if services for senior citizens?	Q34. How likely to support expanded gaming if more gambling addiction treatment?	Total	Q3. Region of residence?										Q46. Where do you live?				
					William area	Knott area	Dorville Lake area	Grand Forks area	Fargo area	Jamestown area	Hickman area	Dickinson area	City	Medium town	Small town	Farm or ranch	Not sure		
Much more likely	Much more likely	Much more likely	Much more likely	48.8%	52.9%	52.7%	56.0%	42.1%	41.7%	46.2%	51.3%	70.8%	47.8%	57.9%	52.9%	42.4%	100.0%		
Somewhat more likely	Somewhat more likely	Somewhat more likely	Somewhat more likely	24.3%	11.8%	21.8%	16.0%	26.3%	30.1%	25.6%	22.5%	20.8%	25.1%	21.1%	21.1%	30.5%			
No impact likely	No impact likely	No impact likely	No impact likely	5.8%	5.9%	9.1%	12.0%	7.0%	3.9%	5.1%	5.0%		4.4%	2.6%	11.8%	8.5%			
Somewhat less likely	Somewhat less likely	Somewhat less likely	Somewhat less likely	3.5%		3.6%		5.3%	2.9%	5.1%	3.8%	4.2%	4.0%		3.9%	3.4%			
Much less likely	Much less likely	Much less likely	Much less likely	15.3%	23.5%	10.9%	12.0%	17.5%	21.4%	10.3%	13.8%	4.2%	17.1%	13.2%	13.7%	10.2%			
Not sure	Not sure	Not sure	Not sure	2.5%	5.9%	1.8%	4.0%	1.8%	7.7%	7.7%	3.8%		1.6%	5.3%	2.0%	5.1%			
Much more likely	Much more likely	Much more likely	Much more likely	58.3%	47.1%	72.7%	64.0%	45.6%	60.2%	46.2%	58.8%	66.7%	61.4%	57.9%	62.7%	42.4%			
Somewhat more likely	Somewhat more likely	Somewhat more likely	Somewhat more likely	17.8%	17.6%	10.9%	16.0%	21.1%	17.5%	23.1%	16.3%	25.0%	16.7%	18.4%	11.8%	25.4%	100.0%		
No impact likely	No impact likely	No impact likely	No impact likely	4.3%	11.8%	5.5%	8.0%	5.3%	1.9%	5.1%	3.8%		2.0%	2.6%	9.8%	10.2%			
Somewhat less likely	Somewhat less likely	Somewhat less likely	Somewhat less likely	3.0%		1.8%		5.3%	3.9%	5.1%	2.5%		2.8%		2.0%	6.8%			
Much less likely	Much less likely	Much less likely	Much less likely	14.8%	23.5%	7.3%	8.0%	21.1%	16.5%	12.8%	16.3%	8.3%	15.9%	15.8%	11.8%	11.9%			
Not sure	Not sure	Not sure	Not sure	2.0%		1.8%	4.0%	1.8%	7.7%	7.7%	2.5%		1.2%	5.3%	2.0%	3.4%			
Much more likely	Much more likely	Much more likely	Much more likely	50.3%	52.9%	49.1%	52.0%	45.6%	51.5%	38.5%	51.3%	70.8%	52.2%	55.3%	49.0%	39.0%	100.0%		
Somewhat more likely	Somewhat more likely	Somewhat more likely	Somewhat more likely	23.3%	11.8%	30.9%	32.0%	17.5%	22.3%	28.2%	21.3%	20.8%	21.5%	23.7%	23.5%	30.5%			
No impact likely	No impact likely	No impact likely	No impact likely	5.8%	11.8%	7.3%	8.0%	8.8%	4.9%	5.1%	3.8%		4.4%	2.6%	9.8%	10.2%			
Somewhat less likely	Somewhat less likely	Somewhat less likely	Somewhat less likely	4.0%		1.8%		7.0%	3.9%	5.1%	5.0%	4.2%	5.2%		3.9%	1.7%			
Much less likely	Much less likely	Much less likely	Much less likely	15.3%	23.5%	10.9%	4.0%	19.3%	17.5%	15.4%	17.5%	4.2%	15.9%	15.8%	13.7%	13.6%			
Not sure	Not sure	Not sure	Not sure	1.5%			4.0%	1.8%		7.7%	1.3%		.8%	2.6%		5.1%			
Much more likely	Much more likely	Much more likely	Much more likely	38.3%	11.8%	52.7%	44.0%	19.3%	43.7%	33.7%	38.8%	45.8%	41.8%	34.2%	33.3%	30.5%			
Somewhat more likely	Somewhat more likely	Somewhat more likely	Somewhat more likely	25.3%	35.3%	20.0%	20.0%	29.8%	22.3%	30.8%	26.3%	25.0%	21.9%	31.6%	21.6%	39.0%			
No impact likely	No impact likely	No impact likely	No impact likely	7.0%	17.6%	3.6%	8.0%	10.5%	8.7%	7.7%	3.8%		6.4%	5.3%	11.8%	6.8%			
Somewhat less likely	Somewhat less likely	Somewhat less likely	Somewhat less likely	8.3%		7.3%	8.0%	12.3%	8.7%	7.7%	5.0%	16.7%	9.6%	7.9%	5.9%	5.1%			
Much less likely	Much less likely	Much less likely	Much less likely	18.0%	23.5%	16.4%	12.0%	22.8%	16.5%	10.3%	25.0%	8.3%	18.3%	13.2%	23.5%	13.6%	100.0%		
Not sure	Not sure	Not sure	Not sure	3.3%	11.8%		8.0%	5.3%		10.3%	1.3%	4.2%	2.0%	7.9%	3.9%	5.1%			
Total Responses				400	17	55	25	57	103	39	80	24	251	38	51	59	1		

Includes all respondents

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Operator's Signature: JoCoeta Rickford Date: 10/16/03

Q35: By Region & Area of Residence Size

Q35. Reasons why some NDans may favor increasing revenue that charities receive by expanding charitable gaming?	Q3. Region of residence?								Q4. Where do you live?				
	Williston area	Minot area	Doyles Lake area	Grand Forks area	Fargo area	Jamestown area	Blain area	Dickinson area	City	Medium town	Small town	Farm or ranch	Not sure
Worthy cause	17.6%	5.5%	12.0%	1.8%	1.9%	2.6%	5.0%	4.2%	4.8%	2.6%	2.0%	1.7%	
% for charities, hard to raise funds	17.6%	16.4%	16.0%	28.1%	26.2%	20.5%	13.8%	20.8%	21.1%	21.1%	23.5%	16.9%	
Helps people, needs increasing		1.8%	4.0%	1.8%	10.7%	2.6%	1.3%	8.3%	5.6%	2.6%		5.1%	
Helps education				3.5%	5.8%	2.6%	5.0%		3.6%		2.0%	5.1%	
Helps fund gov't programs, reduces cuts					1.9%		1.3%	4.2%	1.6%				
Can accept gambling if for charity					1.0%		1.3%		.4%	2.6%			
Keep \$ in state	11.8%	14.5%	8.0%	19.3%	14.6%	12.8%	10.0%	25.0%	15.1%	10.5%	13.7%	13.6%	
Like gambling, enjoyable entertainment	11.8%	5.5%	20.0%	8.8%	3.9%	5.1%	10.0%	16.7%	8.8%	5.3%	7.8%	8.5%	
Neighboring states have it						2.6%	1.3%	4.2%	.8%		2.0%		
Help economy, create jobs		3.6%	12.0%	1.8%	3.9%	5.1%	3.8%		4.0%	5.3%	2.0%	3.4%	
\$ for state, economy, budget shortfall	5.5%	9.1%	4.0%	3.5%	7.8%		11.3%	4.2%	6.8%	7.9%	5.9%	6.8%	
Keep taxes down, from increasing		3.6%	4.0%	3.5%	2.9%	5.1%	3.8%	4.2%	4.0%	5.3%		3.4%	
Step toward lottery, more casinos						2.6%					2.0%		
Help more than Native Americans		5.5%		5.3%	1.0%		1.3%		1.6%	5.3%	2.0%	1.7%	
Greedy			4.0%		1.0%		1.3%		.4%	5.3%			
Misc. other	5.9%	1.8%		3.5%	1.9%	2.6%	2.5%	4.2%	3.6%		2.0%		
Not sure	47.1%	41.8%	37.0%	35.1%	30.1%	41.0%	40.0%	29.2%	33.1%	36.8%	43.1%	42.4%	100.0%
No 2nd response	100.0%	90.9%	83.0%	86.0%	86.4%	94.9%	91.3%	79.2%	87.6%	89.5%	92.2%	91.5%	100.0%
No 3rd response	100.0%	100.0%	96.0%	98.2%	99.0%	100.0%	96.3%	95.8%	97.2%	100.0%	100.0%	100.0%	100.0%
Total Responses	17	55	25	57	103	39	80	24	251	38	51	59	1

Includes all respondents

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Operator's Signature *Richard*

Date 10/6/03

Q36: By Region & Area of Residence Size

Q36. Reason why some NDans may oppose increasing revenue that charities receive by expanding charitable gaming?	Total	Q3. Region of residence?								Q46. Where do you live?				
		Williston area	Minot area	Devils Lake area	Grand Forks area	Fargo area	Jackson area	Bismarck area	Dickinson area	City	Medium town	Small town	Ranch or farm	Not sure
Moral reasons	12.3%	17.6%	7.3%		10.5%	13.6%	12.8%	15.0%	20.8%	12.7%	10.5%	9.8%	13.6%	
Oppose gambling in general	11.5%		20.0%	24.0%	10.5%	8.7%	15.4%	7.5%	8.3%	9.2%	15.8%	15.7%	15.3%	
Addiction, gambling problems	29.8%	35.3%	30.9%	20.0%	19.3%	37.9%	30.8%	31.3%	16.7%	29.1%	23.7%	33.3%	33.9%	
Other problems related to gambling in general	1.5%	5.9%	5.3%		1.8%	1.0%				2.0%		2.0%		
Easy to gamble, increase gambling	3.0%			8.0%	1.8%	1.0%	5.1%	6.3%	4.2%	2.4%	5.3%	5.9%	1.7%	
Money root of evil, greed, cheating, crime	3.3%	5.9%	1.8%	8.0%	1.8%	3.9%	2.6%	2.5%	4.2%	4.0%	2.6%	2.0%	1.7%	
Conservative, resist change	7.8%	5.9%	10.0%		5.3%	5.8%	12.8%	12.5%		9.6%		7.8%	3.4%	100.0%
Problems affect poor the most	6.8%		7.3%	4.0%	10.5%	7.8%	5.1%	6.3%	4.2%	8.0%	2.6%	7.8%	3.4%	
Waste of time, money	1.2%	5.9%	3.6%		1.8%	1.0%				1.2%		2.0%	1.7%	
Fear \$ won't be spent wisely, give them too much money	5.0%	5.9%	1.8%	4.0%	8.8%	4.9%	10.3%	3.8%		4.0%	7.9%	7.8%	5.1%	
Cost will exceed benefits, no real benefits	1.8%				5.3%	1.9%		2.5%		2.4%		2.0%		
\$ go to charity versus other needs, better uses	1.0%		1.8%		1.8%	1.9%				1.2%			1.7%	
Depends on where \$ goes	.8%	5.9%		4.0%		1.0%				.4%		2.0%	1.7%	
Have enough gambling	2.0%		3.6%	4.0%	1.8%	1.9%	2.6%	1.3%		.8%		2.0%	8.5%	
Won't help economy, \$ will go out-of-state	1.0%		1.8%	4.0%		1.9%				1.2%	2.6%			
Takes \$ from Native Americans	1.3%		1.8%		1.8%	1.9%		1.3%		1.6%	2.6%			

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Operator's Signature: LoCoستا Rickford Date: 10/10/03

Q36: By Region & Area of Residence Size

Q36. Reasons why some NDAs may oppose increasing revenues that charities receive by expanding charitable giving	Q3. Region of residence?										Q46. Where do you live?				
	Wilkeson area	Minot area	Devils Lake area	Grand Forks area	Fargo area	Jamestown area	Bismarck area	Dickinson area	City	Medium town	Small town	Farm or ranch	Not sure		
Don't win, games not fair				3.5%					1.2%						
Better ways to raise \$	5.9%				1.0%	2.6%	2.5%		1.6%	2.0%					
Misc. other		1.8%	4.0%	1.8%	4.9%			3.2%			1.7%				
Not sure	29.4%	21.8%	28.0%	22.8%	18.4%	26.3%	4.2%	24.3%	34.2%	23.5%	15.3%				
No 2nd response	76.5%	78.2%	88.0%	91.2%	83.5%	89.7%	81.3%	87.5%	89.5%	80.4%	91.5%		100.0%		
No 3rd response	100.0%	100.0%	100.0%	98.2%	96.1%	94.9%	96.3%	100.0%	97.6%	94.1%	100.0%		100.0%		
Total Responses	17	55	25	57	103	39	80	24	251	38	51	59	1		

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Operator's Signature La Costa Richard Date 10/10/03

Q37-40: By Region & Area of Residence Size

	Total	Q3. Region of residence?										Q46. Where do you live?				
		Whitson area	Minot area	Devils Lake area	Grand Forks area	Rango area	Jamestown area	Bismarck area	Dickinson area	City	Madison town	Small town	Farm or ranch	Not sure		
Q37. How likely to vote for candidate who supports charitable gaming? (gaming sites operating electronic gaming?)	29.3%	29.4%	27.3%	32.0%	15.8%	29.1%	28.2%	33.8%	50.0%	27.9%	28.9%	33.3%	30.5%	100.0%		
	19.0%	5.9%	25.5%	8.0%	21.1%	24.3%	7.7%	17.5%	20.8%	21.1%	18.4%	17.6%	11.9%			
	22.0%	11.8%	20.0%	28.0%	24.6%	24.3%	20.5%	23.8%	8.3%	22.7%	26.3%	15.7%	22.0%			
	6.0%	5.9%	3.6%	12.0%	10.5%	3.9%	7.7%	2.5%	12.5%	5.2%	2.6%	9.8%	8.5%			
	19.5%	35.3%	20.0%	8.0%	21.1%	16.5%	28.2%	21.3%	8.3%	19.5%	15.8%	19.6%	22.0%			
	4.3%	1.8%	3.6%	12.0%	7.0%	1.9%	7.7%	1.3%	8.3%	3.6%	7.9%	3.9%	5.1%			
Q38. How likely to vote for candidate who supports a multi-state lottery?	41.3%	41.2%	49.1%	40.0%	33.3%	38.8%	35.9%	43.8%	54.2%	42.6%	39.5%	45.1%	33.9%			
	17.5%	17.6%	9.1%	8.0%	21.1%	26.2%	10.3%	16.3%	16.7%	20.3%	7.9%	9.8%	16.9%	100.0%		
	17.5%	11.8%	20.0%	24.0%	19.3%	15.5%	20.5%	16.3%	12.5%	15.1%	26.3%	17.6%	22.0%			
	4.8%	7.3%	4.0%	4.0%	3.5%	4.9%	5.1%	2.5%	12.5%	3.6%	2.6%	7.8%	8.5%			
	15.5%	23.5%	12.7%	4.0%	19.3%	12.6%	23.1%	20.0%	4.2%	16.3%	10.5%	15.7%	15.3%			
	3.5%	5.9%	1.8%	20.0%	3.5%	1.9%	5.1%	1.3%	4.2%	2.0%	13.2%	3.9%	3.4%			
Q39. How likely to vote for candidate who supports allowing charitable gaming sites to offer more casino games?	26.0%	23.5%	27.3%	32.0%	10.5%	26.2%	20.5%	30.0%	50.0%	27.5%	26.3%	27.5%	18.6%			
	17.3%	17.6%	16.4%	8.0%	22.8%	18.4%	15.4%	17.5%	12.5%	18.3%	10.5%	19.6%	13.6%	100.0%		
	20.5%	11.8%	21.8%	20.0%	19.3%	22.3%	25.6%	18.8%	16.7%	19.9%	28.9%	15.7%	22.0%			
	10.3%	5.5%	5.5%	8.0%	15.8%	12.6%	12.8%	7.5%	12.5%	10.0%	5.3%	9.8%	15.3%			
	22.3%	35.3%	25.5%	20.0%	26.3%	18.4%	23.1%	25.0%	4.2%	21.5%	21.1%	21.6%	27.1%			
	3.8%	11.8%	3.6%	12.0%	5.3%	1.9%	2.6%	1.3%	4.2%	2.8%	7.9%	5.9%	3.4%			
Q40. How likely to vote for candidate who supports allowing charitable gaming sites to offer all casino games?	26.8%	29.4%	23.6%	36.0%	15.8%	24.3%	17.9%	33.8%	50.0%	26.3%	23.7%	33.3%	23.7%	100.0%		
	16.5%	11.8%	18.2%	4.0%	19.3%	17.5%	25.6%	15.0%	8.3%	17.1%	18.4%	15.7%	13.6%			
	19.5%	11.8%	20.0%	16.0%	15.8%	22.3%	20.5%	20.0%	20.8%	21.1%	26.3%	7.8%	18.6%			
	8.5%	5.1%	9.1%	4.0%	10.5%	12.6%	5.1%	6.3%	8.3%	8.0%	2.6%	7.8%	15.3%			
	24.5%	35.3%	25.5%	28.0%	31.6%	20.4%	28.2%	23.8%	8.3%	24.7%	21.1%	27.5%	23.7%			
	4.3%	11.8%	3.6%	12.0%	7.0%	2.9%	2.6%	1.3%	4.2%	2.8%	7.9%	7.8%	5.1%			
Total Responses	400	17	55	25	57	103	39	80	24	251	38	51	59	1		

Includes all respondents

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Q41-44: By Region & Area of Residence Size

Q41. How did you vote on previous measures to allow a lottery in ND?	Total	Q3. Region of residence?										Q46. Where do you live?				
		Williston area	Minot area	Devils Lake area	Grand Forks area	Fargo area	Jackson area	Hemlock area	Dickinson area	City	Medium town	Small town	Farm or ranch	Not sure		
Always voted in favor of	40.5%	35.3%	40.0%	40.0%	35.1%	35.0%	33.3%	51.3%	58.3%	42.2%	31.6%	47.1%	32.2%	100.0%		
Usually voted in favor of	7.3%	5.9%	7.3%	3.5%	12.6%	12.6%	7.7%		12.5%	6.8%	13.2%	3.9%	8.5%			
Equally both ways	.8%						7.7%			.8%	2.6%					
Usually voted against	5.5%	5.9%		8.8%	10.7%	10.7%	5.1%	3.8%		4.4%	5.3%	3.9%	11.9%			
Always voted against	20.5%	35.3%	18.2%	22.8%	17.5%	17.5%	28.2%	17.5%	8.3%	16.7%	28.9%	25.5%	27.1%			
Never voted	16.8%	5.9%	25.5%	17.5%	19.4%	19.4%	10.3%	17.5%	8.3%	20.7%	10.5%	11.8%	8.5%			
Not sure	8.8%	11.8%	9.1%	12.3%	4.9%	4.9%	7.7%	10.0%	12.5%	8.4%	7.9%	7.8%	11.9%			
Definitely vote for	55.3%	47.1%	53.0%	50.9%	55.3%	55.3%	51.3%	57.5%	62.5%	56.2%	50.0%	62.7%	49.2%			
Possibly vote for	14.5%	5.9%	12.7%	17.5%	19.4%	19.4%	10.3%	10.0%	16.7%	15.9%	23.7%		15.3%			
Possibly vote against	3.5%	5.9%	1.8%	7.0%	2.9%	2.9%	5.1%	2.5%		2.4%		5.9%	6.8%	100.0%		
Definitely vote against	21.8%	29.4%	16.4%	22.8%	17.5%	17.5%	28.2%	25.0%	16.7%	21.1%	18.4%	25.5%	23.7%			
No opinion	2.0%	5.9%	1.8%		3.9%	3.9%	2.6%	1.3%		1.6%	2.6%	3.9%	1.7%			
Not sure	3.0%	5.9%	3.0%	1.8%	1.0%	1.0%	2.6%	3.8%	4.2%	2.8%	5.3%	2.0%	3.4%			
Definitely vote for	37.0%	29.4%	36.4%	19.3%	38.8%	38.8%	28.2%	42.5%	66.7%	38.6%	23.7%	49.0%	28.8%			
Possibly vote for	15.0%	5.9%	14.3%	21.1%	15.4%	15.4%	15.4%	15.0%	4.2%	17.5%	21.1%	2.0%	11.9%			
Possibly vote against	7.8%	5.9%	5.3%	8.8%	9.7%	9.7%	12.8%	6.3%	4.2%	7.6%	7.9%	5.9%	10.2%			
Definitely vote against	28.3%	35.3%	34.5%	33.3%	22.3%	22.3%	30.8%	26.3%	12.5%	25.1%	34.2%	29.4%	35.6%	100.0%		
No opinion	5.3%	11.8%	3.6%	8.8%	4.9%	4.9%	5.1%	3.8%	4.2%	4.0%	5.3%	9.8%	6.8%			
Not sure	6.8%	11.8%	5.3%	8.8%	4.9%	4.9%	7.7%	6.3%	8.3%	7.2%	7.9%	3.9%	6.8%			

Includes all respondents

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*LaCoita Richardson*

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Date

Q41-44: By Region & Area of Residence Size

Q44. If asked to vote on measure that allowed charitable gaming sites to offer all casino games, how would you vote?	Q3. Region of residence?									Q46. Where do you live?				
	Williston area	Minot area	Devils Lake area	Grand Forks area	Riogo area	Jackson area	Bismarck area	Dickinson area	City	Medium town	Small town	Ranch or farm	Not sure	
Definitely vote for	35.3%	36.4%	36.0%	26.3%	36.9%	28.2%	41.3%	54.2%	36.3%	18.4%	49.0%	37.3%		
Possibly vote for		12.7%		21.1%	18.4%	7.7%	16.3%	8.3%	16.3%	23.7%	2.0%	8.5%		
Possibly vote against	5.9%	5.5%		1.8%	9.7%	12.8%	3.8%	8.3%	6.8%	7.9%	2.0%	6.8%		
Definitely vote against	41.2%	38.2%	48.0%	36.8%	22.3%	41.0%	33.8%	12.5%	29.5%	31.6%	39.2%	39.0%	100.0%	
No opinion	5.9%	1.8%	4.0%	5.3%	4.9%	5.1%	1.3%	4.2%	3.6%	5.3%	3.9%	3.4%		
Not sure	11.8%	5.5%	12.0%	8.8%	7.8%	5.1%	3.8%	12.5%	7.6%	13.2%	3.9%	5.1%		
Total Responses	17	55	25	57	103	39	80	24	251	38	51	59	1	

Includes all respondents

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Demographics: By Region & Area of Residence Size

Q1. Gender?	Q3. Region of residence?										Q4. Where do you live?					
	Whitson area	Minot area	Devils Lake area	Grand Forks area	Fargo area	Jamestown area	Bismarck area	Dickinson area	City	Metairie town	Small town	Farm or Ranch	Not sure			
Total	49.0%	47.1%	49.1%	48.0%	49.1%	49.5%	46.2%	50.0%	50.0%	50.0%	50.0%	50.6%	44.7%	49.0%	44.1%	100.0%
Male	51.0%	52.9%	50.9%	52.0%	50.9%	50.5%	53.8%	50.0%	50.0%	50.0%	50.0%	49.4%	44.7%	51.0%	55.9%	
Female	2.3%	5.9%	1.8%		1.8%	3.9%		2.5%				3.6%				
21-24	10.5%	5.9%	12.7%	4.0%	8.8%	12.6%	5.1%	12.5%	12.5%	12.5%	12.5%	12.7%	5.3%	9.8%	5.1%	
25-34	18.5%	17.6%	18.2%	8.0%	10.5%	23.3%	12.8%	26.3%	12.5%	12.5%	12.5%	19.1%	13.2%	19.6%	18.6%	
35-44	22.5%	23.5%	30.9%	24.0%	22.8%	24.3%	7.7%	18.8%	29.2%	20.7%	20.7%	20.7%	26.3%	31.4%	20.3%	
45-54	19.8%	5.9%	21.8%	44.0%	17.5%	18.4%	23.1%	18.8%	8.3%	17.9%	17.9%	25.1%	28.9%	19.6%	20.3%	100.0%
55-64	26.0%	41.2%	14.5%	20.0%	36.8%	16.5%	51.3%	21.3%	37.5%	25.1%	25.1%	19.6%	26.3%	19.6%	35.6%	
65+	.5%				-1.8%	1.0%				.8%						
Choose not to answer																
Q47. Household's gross or total income before taxes for the year 2001?	7.5%	17.6%	1.8%	8.0%	10.5%	5.8%	5.1%	7.5%	16.7%	8.0%	8.0%	7.9%	7.9%	5.9%	6.8%	
< \$20K	20.3%	5.9%	25.5%	28.0%	10.5%	18.4%	35.9%	17.5%	25.0%	21.9%	21.9%	15.8%	15.8%	23.5%	13.6%	
\$20K-\$34K	18.5%	17.6%	18.2%	16.0%	21.1%	17.5%	15.4%	20.0%	20.8%	17.1%	17.1%	13.2%	13.2%	27.5%	20.3%	
\$35K-\$49K	13.3%	5.9%	10.9%	8.0%	15.8%	17.5%	5.1%	15.0%	12.5%	14.7%	14.7%	10.5%	10.5%	15.7%	6.8%	
\$50K-\$74K	14.0%	10.9%	10.9%	4.0%	17.5%	19.4%	7.7%	20.0%		15.5%	15.5%	13.2%	13.2%	5.9%	15.3%	
\$75K+	26.5%	52.9%	32.7%	36.0%	24.6%	21.4%	30.8%	20.0%	25.0%	22.7%	22.7%	39.5%	39.5%	21.6%	37.3%	100.0%
Choose not to answer																
Total Responses	400	17	55	25	57	103	39	80	24	251	51	59	38	51	59	1

includes all respondents

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Operator's Signature: Yolanda Richardson Date: 10/16/03



Q6-10: By Gender, Age & Income

	Q1. Gender?		Q45. Age?								Q47. Household's gross or total income before taxes for the year 2001?					Choose not to answer
	Total	Male	Female	21-24	25-34	35-44	45-54	55-64	65+	Choose not to answer	< \$20K	\$20K- \$34K	\$35K- \$49K	\$50K- \$74K	\$75K+	
Q6. How recently played charitable games in ND?	15.4%	16.6%	14.1%	25.0%	21.6%	14.0%	14.5%	12.1%	16.2%	10.8%	35.3%	12.9%	12.1%	16.3%	22.9%	10.8%
Past week	17.5%	7.4%	17.9%	12.5%	16.2%	10.5%	10.5%	16.7%	10.8%	23.5%	12.9%	16.7%	11.6%	6.3%	10.8%	
Past month	15.4%	16.6%	14.1%	25.0%	21.6%	14.0%	14.5%	12.1%	16.2%	35.3%	12.9%	12.1%	16.3%	22.9%	10.8%	
Past year	21.0%	22.7%	19.2%	37.5%	27.0%	22.8%	30.3%	19.7%	9.5%	5.9%	14.5%	30.3%	18.6%	25.0%	20.5%	
More than a year	26.0%	27.0%	25.0%	25.0%	27.0%	31.6%	33.7%	27.3%	29.0%	17.6%	29.0%	21.2%	27.9%	16.7%	33.7%	
Never	25.1%	26.4%	23.7%	25.0%	13.5%	21.1%	21.1%	24.2%	40.5%	100.0%	30.6%	19.7%	25.6%	29.2%	24.1%	
Q7. How recently been to reservation casino in ND?	8.5%	8.0%	9.0%		5.4%	5.3%	5.3%	21.2%	5.4%	5.9%	12.9%	10.6%	4.7%	6.3%	7.2%	
Past week	14.7%	13.5%	16.0%	12.5%	5.4%	8.8%	17.1%	15.2%	21.6%	17.6%	14.5%	16.7%	18.6%	14.6%	10.8%	
Past month	29.2%	28.2%	30.1%	37.5%	32.4%	31.6%	26.3%	28.8%	28.4%	29.4%	32.3%	33.3%	25.6%	29.2%	25.3%	
Past year	21.6%	27.0%	16.0%	35.1%	35.1%	19.3%	28.9%	15.2%	17.6%	17.6%	25.8%	18.2%	27.9%	20.8%	19.3%	
More than a year	25.7%	22.7%	28.8%	50.0%	21.6%	35.1%	21.1%	19.7%	27.0%	29.4%	14.5%	21.2%	23.3%	29.2%	36.1%	
Never	3%	.6%					1.3%								1.2%	
Not sure																
Q8. How recently been to casino in another state?	1.9%	.6%	3.2%		2.7%	1.8%	1.3%	3.0%	1.4%		3.2%	1.5%	2.3%	2.1%	1.2%	
Past week	7.2%	6.7%	7.7%			5.3%	5.3%	13.6%	9.5%		11.3%	4.5%	7.0%	6.3%	8.4%	
Past month	19.4%	18.4%	20.5%	50.0%	24.3%	24.6%	18.4%	16.7%	13.5%		11.3%	21.2%	18.6%	29.2%	20.5%	
Past year	33.5%	36.8%	30.1%	25.0%	32.4%	31.6%	34.2%	34.8%	35.1%		11.8%	36.4%	46.5%	29.2%	32.5%	
More than a year	37.9%	37.4%	38.5%	25.0%	40.5%	36.8%	40.8%	31.8%	40.5%		76.5%	36.4%	25.6%	33.3%	37.3%	
Never	.9%	1.8%			2.7%	1.8%		1.5%			1.6%	1.5%		2.1%		
Q9. How recently played slot machines in SD or video poker in MT?	3.4%	3.1%	3.8%			3.5%	6.6%	4.5%	1.4%		5.9%	3.0%	4.7%	2.1%	6.0%	
Past week	9.7%	10.4%	9.0%	12.5%	2.7%	10.5%	10.5%	10.6%	10.8%		9.7%	16.7%	16.3%	4.2%	6.0%	
Past month	15.7%	17.2%	14.1%	87.5%	18.9%	14.0%	14.5%	15.2%	18.9%		11.8%	19.7%	16.3%	12.5%	13.3%	
Past year	70.2%	67.5%	73.1%	25.0%	75.7%	70.2%	68.4%	68.2%	68.9%		82.4%	59.1%	62.8%	79.2%	74.7%	
More than a year	14.4%	12.9%	16.0%		10.8%	12.3%	19.7%	22.7%	6.8%		5.9%	13.6%	18.6%	27.1%	9.6%	
Never	11.0%	13.5%	8.3%		5.4%	10.5%	13.2%	7.6%	13.5%			12.1%	9.3%	10.4%	13.3%	
Q10. How recently have you bought Powerball or lottery tickets in another state?	20.4%	22.1%	18.6%		27.0%	28.1%	19.7%	21.2%	12.2%		11.3%	14.2%	30.2%	16.7%	21.7%	
Past week	16.9%	19.0%	14.7%	12.5%	10.8%	28.1%	17.1%	12.1%	16.2%		17.6%	25.2%	16.3%	18.8%	14.5%	
Past month	37.0%	31.9%	42.3%	62.5%	45.9%	21.1%	30.3%	36.4%	50.0%		23.5%	33.3%	25.6%	27.1%	41.0%	
Past year	5%	.6%									52.9%	33.3%	25.6%	27.1%	41.0%	
More than a year																
Never																
Not sure																
Total Responses	319	163	156	8	37	57	76	66	74	1	17	62	66	43	83	

Includes all respondents who have ever gambled

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Operator's Signature Yolanda Rickford

Date 10/16/03

Q11a-b: By Gender, Age & Income

Q11a. How rate ND charitable games in being enjoyable form of entertainment?	Q1. Gender?		Q45. Age?							Q47. Household's gross or total income before taxes for the year 2001?					Choose not to answer
	Total	Male	Female	21-24	25-34	35-44	45-54	55-64	65+	<\$20K	\$20K-\$34K	\$35K-\$49K	\$50K-\$74K	\$75K+	
Excellent	43.5%	43.3%	43.7%	50.0%	50.0%	53.3%	33.3%	44.0%	40.9%	35.7%	48.8%	49.1%	31.3%	50.0%	39.7%
Good	31.0%	31.7%	30.3%	50.0%	21.9%	37.8%	40.0%	22.0%	25.0%	21.4%	18.6%	30.2%	46.9%	32.4%	33.3%
Fair	5.4%	7.5%	3.4%	3.1%	3.3%	4.4%	10.0%	10.0%	6.8%	7.1%	2.3%	5.7%	6.3%	2.9%	7.9%
Very poor	1.7%	.8%	2.5%						2.3%		4.7%			2.9%	1.6%
Not sure	8.4%	8.3%	8.4%	12.5%	9.4%	6.7%	6.7%	14.0%	11.4%	7.1%	11.6%	7.5%	6.3%	2.9%	12.7%
Excellent	5.9%	5.8%	5.9%	12.5%	9.4%	6.7%	3.3%	6.0%	4.5%	21.4%	9.3%	3.8%	3.1%	2.9%	4.8%
Good	28.9%	30.8%	26.9%	25.0%	40.6%	42.2%	25.0%	20.0%	22.7%	14.3%	25.6%	32.1%	34.4%	29.4%	28.6%
Fair	31.4%	35.8%	26.9%	37.5%	31.3%	40.0%	33.3%	24.0%	27.3%	35.7%	23.3%	32.1%	34.4%	50.0%	23.8%
Poor	16.3%	10.8%	21.8%	25.0%	6.3%	4.4%	21.7%	20.0%	22.7%	14.3%	23.3%	17.0%	12.5%	8.8%	17.5%
Very poor	8.8%	8.3%	9.2%						9.1%		4.7%	11.3%	6.3%	5.9%	14.3%
Not sure	8.8%	8.3%	9.2%	9.4%	6.7%	2.2%	6.7%	14.0%	13.6%	14.3%	14.0%	3.8%	9.4%	2.9%	11.1%
Total Responses	239	120	119	8	32	45	60	50	44	14	43	53	32	34	63

Includes all respondents who ever played charitable games

Q12a-b: By Gender, Age & Income

Q12a. How rate ND reservation casinos in being enjoyable form of entertainment?	Q1. Gender?		Q45. Age?							Q47. Household's gross or total income before taxes for the year 2001?					Choose not to answer
	Total	Male	Female	21-24	25-34	35-44	45-54	55-64	65+	<\$20K	\$20K-\$34K	\$35K-\$49K	\$50K-\$74K	\$75K+	
Excellent	37.7%	40.8%	34.2%	50.0%	31.0%	35.1%	40.7%	35.8%	40.7%	16.7%	41.5%	38.5%	36.4%	41.2%	36.5%
Good	30.1%	26.4%	34.2%	25.0%	48.3%	27.0%	32.2%	26.4%	24.1%	41.7%	20.8%	36.5%	36.4%	26.5%	28.8%
Fair	9.3%	12.8%	5.4%						9.3%		9.4%	7.7%	12.1%	14.7%	7.7%
Very poor	2.5%	2.4%	2.7%								1.9%	3.8%			5.8%
Not sure	6.8%	7.2%	6.3%	25.0%	6.9%	5.4%	3.4%	11.3%	11.1%	16.7%	9.4%	3.8%	6.1%	2.9%	7.7%
Excellent	4.7%	2.4%	7.2%	50.0%	17.2%	8.1%	5.1%	3.8%	18.5%	8.3%	7.5%	7.7%	3.0%	2.9%	1.9%
Good	21.6%	23.2%	19.8%	50.0%	51.7%	27.0%	22.0%	20.8%	37.0%	41.7%	34.0%	15.4%	18.2%	23.5%	25.0%
Fair	39.4%	40.0%	38.7%	25.0%	24.1%	16.2%	11.9%	24.5%	24.1%	16.7%	15.1%	25.0%	57.6%	44.1%	32.7%
Poor	19.5%	16.0%	23.4%						24.1%	8.3%	7.5%	11.5%	12.1%	14.7%	26.9%
Very poor	8.9%	11.2%	6.3%						11.1%			3.0%	3.0%	8.8%	11.5%
Not sure	5.9%	7.2%	4.5%	4	29	37	59	53	54	12	53	52	6.1%	5.9%	1.9%
Total Responses	236	125	111	4	29	37	59	53	54	12	53	52	33	34	52

Includes all respondents who have ever been to a ND reservation casino

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Operator's Signature Coloeta Rickford

Date 10/6/03

Q13a-b: By Gender, Age & Income

Q13a. How rate out-of-state Powerball or lottery games in being enjoyable form of entertainment?	Q1. Gender?		Q45. Age?							Q47. Household's gross or total income before taxes for the year 2001?						Choose not to answer
	Total	Male	Female	21-24	25-34	35-44	45-54	55-64	65+	<\$20K	\$20K-\$34K	\$35K-\$49K	\$50K-\$74K	\$75K+		
															1	
Excellent	9.0%	8.2%	10.0%	33.3%	5.0%	11.1%	13.2%	4.8%	5.6%	12.5%	6.1%	11.6%	6.3%	14.3%	6.1%	
Good	33.0%	31.8%	34.4%	33.3%	55.0%	28.9%	28.3%	35.7%	30.6%	25.0%	33.3%	34.9%	37.5%	31.4%	30.6%	
Fair	33.0%	33.6%	32.2%	33.3%	25.0%	42.2%	35.8%	23.8%	33.3%	12.5%	33.3%	27.9%	34.4%	37.1%	36.7%	
Poor	12.5%	15.5%	8.9%	33.3%	10.0%	17.8%	9.4%	14.3%	8.3%	12.5%	9.1%	14.0%	15.6%	11.4%	14.3%	
Very poor	3.5%	2.7%	4.4%				3.8%	4.8%	2.3%	12.5%	3.0%	4.7%	3.1%	2.9%	2.0%	
Not sure	9.0%	8.2%	10.0%		5.0%	8.9%	9.4%	16.7%	13.9%	37.5%	15.2%	7.0%	3.1%	2.9%	10.2%	
Excellent	3.5%	3.6%	3.3%		5.0%	8.9%	7.4%	2.8%	2.8%	12.5%	6.1%	2.3%	2.9%	2.9%	4.1%	
Good	19.0%	16.4%	22.2%	33.3%	25.0%	15.6%	32.1%	9.5%	11.1%	25.0%	15.2%	27.9%	18.8%	25.7%	12.2%	
Fair	31.5%	36.4%	25.6%	33.3%	25.0%	44.4%	22.6%	26.2%	38.9%	12.5%	45.5%	18.6%	43.8%	22.9%	32.7%	
Poor	24.0%	20.0%	28.9%	33.3%	35.0%	22.2%	26.4%	31.0%	5.6%	100.0%	12.5%	25.6%	28.1%	28.6%	28.6%	
Very poor	15.5%	17.3%	13.3%		10.0%	8.9%	11.3%	16.7%	33.3%	12.5%	12.1%	23.3%	9.4%	17.1%	14.3%	
Not sure	6.5%	6.4%	6.7%				7.5%	14.3%	8.3%	37.5%	12.1%	2.3%	2.9%	2.9%	8.2%	
Total Responses	200	110	90	3	20	45	53	42	36	1	8	33	43	32	49	

Includes all respondents who have ever played out-of-state lottery games

Q14: By Gender, Age & Income

Q14. What direction should the legislature take with laws that control the charitable games allowed?	Q1. Gender?		Q45. Age?							Q47. Household's gross or total income before taxes for the year 2001?						Choose not to answer
	Total	Male	Female	21-24	25-34	35-44	45-54	55-64	65+	<\$20K	\$20K-\$34K	\$35K-\$49K	\$50K-\$74K	\$75K+		
															2	
All casino games	34.8%	37.2%	32.4%	33.3%	42.9%	33.8%	35.6%	36.7%	30.8%	30.0%	34.6%	39.2%	43.4%	32.1%	30.2%	
Most casino games	11.8%	14.3%	9.3%	22.2%	21.4%	14.9%	8.9%	12.7%	6.7%	13.3%	6.2%	21.6%	9.4%	14.3%	8.5%	
Only current charitable games	36.5%	32.7%	40.2%	33.3%	23.8%	41.9%	42.2%	38.0%	31.7%	30.0%	43.2%	31.1%	37.7%	37.5%	35.8%	
Opposed to gambling	5.8%	6.1%	5.4%			4.1%	5.6%	6.3%	9.6%	10.0%	6.2%	4.1%	1.9%	1.8%	9.4%	
Allow lottery tickets	.8%	1.0%	.5%				2.2%		1.0%		1.7%		1.9%		.9%	
Should be state operated	.5%	.5%	.5%					1.3%	1.5%						.9%	
Misc. other	.8%	.5%	1.0%			1.4%		1.3%	1.0%				1.9%		1.9%	
Not sure	9.3%	7.7%	10.8%	11.1%	11.9%	4.1%	5.6%	3.8%	18.3%	16.7%	8.6%	4.1%	3.8%	12.5%	12.3%	
Total Responses	400	196	204	9	42	74	90	79	104	2	30	81	74	53	106	

Includes all respondents

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*Yolanda Rickford*  
Operator's signature

10/16/03  
Date

Q15a-f: By Gender, Age & Income

Q15a-f: Allow machines in charitable gaming sites?	Q1. Gender?		Q45. Age?							Q47. Household's gross or total income before taxes for the year 2001?						Choose not to answer
	Total	Male	Female	21-24	25-34	35-44	45-54	55-64	65+	< \$20K	\$20K- \$34K	\$35K- \$49K	\$50K- \$74K	\$75K+		
				60.8%	34.7%	31.1%	66.7%	33.3%	2.2%	3.8%	11.5%	40.0%	25.9%	36.5%	32.1%	
No	33.8%	34.7%	32.8%	11.1%	14.3%	33.8%	35.6%	34.2%	40.4%	56.7%	65.4%	60.8%	66.0%	71.4%		
Not sure	4.8%	3.1%	6.4%		2.4%	1.4%	2.2%	3.8%	11.5%	3.3%	8.6%	2.7%	1.9%	25.0%		
Yes	59.8%	65.8%	53.9%	66.7%	64.3%	66.2%	55.6%	65.8%	57.9%	50.0%	63.0%	66.2%	62.3%	53.6%		
No	37.0%	32.7%	41.2%	33.3%	30.3%	33.8%	38.9%	31.6%	42.3%	43.3%	34.6%	29.7%	35.8%	42.9%		
Not sure	3.3%	1.5%	4.9%		2.4%	2.4%	5.6%	2.5%	4.8%	6.7%	2.5%	4.1%	1.9%	3.6%		
Yes	38.8%	40.8%	36.8%	44.4%	42.5%	39.2%	38.9%	43.0%	33.7%	33.3%	43.2%	37.8%	39.6%	39.3%		
No	59.3%	58.7%	59.8%	55.6%	57.1%	60.8%	60.0%	54.4%	61.9%	63.3%	54.3%	62.2%	60.4%	58.9%		
Not sure	2.0%	5%	3.4%		5.7%	1.1%	1.1%	2.5%	4.8%	3.3%	2.5%		1.8%	1.8%		
Yes	24.5%	24.0%	25.0%	33.3%	23.8%	24.3%	23.3%	24.1%	25.0%	30.0%	27.2%	25.7%	24.5%	17.9%		
No	73.8%	74.5%	73.0%	66.7%	76.2%	74.3%	76.7%	74.7%	70.2%	66.7%	72.8%	73.0%	75.5%	80.4%		
Not sure	1.8%	1.5%	2.0%		1.4%	1.4%	1.4%	1.3%	4.8%	3.3%	1.4%	1.4%	1.8%	1.8%		
Yes	17.8%	16.3%	19.1%	11.1%	11.9%	18.9%	20.0%	17.7%	17.3%	26.7%	16.0%	20.3%	13.2%	16.1%		
No	81.0%	82.1%	79.9%	88.9%	88.1%	79.7%	80.0%	82.3%	78.8%	70.0%	82.7%	78.4%	86.8%	82.1%		
Not sure	1.3%	1.5%	1.0%		1.4%	1.4%	2.2%	2.2%	3.8%	3.3%	1.2%	1.4%	1.8%	1.8%		
Yes	22.5%	21.9%	23.0%	44.4%	21.4%	23.0%	22.2%	22.8%	21.2%	30.0%	22.2%	29.7%	13.2%	28.6%		
No	74.5%	76.0%	73.0%	55.6%	76.2%	73.0%	74.4%	75.9%	75.0%	66.7%	76.5%	64.9%	86.8%	64.3%		
Not sure	3.0%	2.0%	3.9%		2.4%	4.1%	3.3%	1.3%	3.8%	3.3%	1.2%	5.4%	7.1%	7.1%		
Total Responses	400	196	204	9	42	74	90	79	104	30	81	74	53	56		
Includes all respondents																

Q16: By Gender, Age & Income

Q16: If allowed slot machines and video poker machines similar to those in SD & MT, how often would you play them?	Q1. Gender?		Q45. Age?							Q47. Household's gross or total income before taxes for the year 2001?						Choose not to answer
	Total	Male	Female	21-24	25-34	35-44	45-54	55-64	65+	< \$20K	\$20K- \$34K	\$35K- \$49K	\$50K- \$74K	\$75K+		
				8.3%	2.4% <th>9.5% <th>8.9% <th>13.9% <th>7.7% <th>10.0% <th>8.6% <th>18.5% <th>23.5% <th>20.3% <th>18.9% <th>25.0% </th></th></th></th></th></th></th></th></th></th></th>	9.5% <th>8.9% <th>13.9% <th>7.7% <th>10.0% <th>8.6% <th>18.5% <th>23.5% <th>20.3% <th>18.9% <th>25.0% </th></th></th></th></th></th></th></th></th></th>	8.9% <th>13.9% <th>7.7% <th>10.0% <th>8.6% <th>18.5% <th>23.5% <th>20.3% <th>18.9% <th>25.0% </th></th></th></th></th></th></th></th></th>	13.9% <th>7.7% <th>10.0% <th>8.6% <th>18.5% <th>23.5% <th>20.3% <th>18.9% <th>25.0% </th></th></th></th></th></th></th></th>	7.7% <th>10.0% <th>8.6% <th>18.5% <th>23.5% <th>20.3% <th>18.9% <th>25.0% </th></th></th></th></th></th></th>	10.0% <th>8.6% <th>18.5% <th>23.5% <th>20.3% <th>18.9% <th>25.0% </th></th></th></th></th></th>	8.6% <th>18.5% <th>23.5% <th>20.3% <th>18.9% <th>25.0% </th></th></th></th></th>	18.5% <th>23.5% <th>20.3% <th>18.9% <th>25.0% </th></th></th></th>	23.5% <th>20.3% <th>18.9% <th>25.0% </th></th></th>	20.3% <th>18.9% <th>25.0% </th></th>	18.9% <th>25.0% </th>	
1+ per week	9.3%	10.2%	8.3%	22.2%	26.2%	28.4%	24.4%	20.3%	13.5%	6.7%	16.2%	11.3%	11.3%	1.8%		
1+ per month	21.3%	26.0%	16.7%	11.1%	26.2%	28.4%	24.4%	20.3%	13.5%	10.0%	18.5%	31.1%	22.6%	25.0%		
1+ per year	21.8%	21.9%	21.6%	22.2%	38.1%	16.2%	24.4%	16.5%	20.2%	26.7%	23.5%	20.3%	18.9%	25.0%		
< 1 per year	11.0%	10.2%	11.8%	22.2%	14.3%	6.8%	12.2%	12.7%	9.6%	3.3%	9.9%	6.8%	11.5%	17.9%		
Never	35.5%	29.6%	41.2%	22.2%	19.0%	37.8%	28.9%	34.2%	48.1%	53.3%	39.5%	25.7%	35.8%	30.4%		
Not sure	1.3%	2.0%	5%		1.4%	1.4%	1.1%	2.5%	1.0%					4.7%		
Total Responses	400	196	204	9	42	74	90	79	104	30	81	74	53	56		
Includes all respondents																

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Operator's Signature: *Valeria Rickford*

Date: *10/16/03*

Q17a-f: By Gender, Age & Income

	Q1. Gender?		Q45. Age?							Q47. Household's gross or total income before taxes for the year 2001?					Choose not to answer
	Male	Female	21-24	25-34	35-44	45-54	55-64	65+	<\$20K	\$20K-\$34K	\$35K-\$49K	\$50K-\$74K	\$75K+		
<b>Total</b>	196	204	9	42	74	90	79	104	2	30	81	74	53	55	106
Q17a. Buy lottery tickets in charitable gaming sites?	38.3%	28.4%	33.3%	40.5%	31.1%	28.9%	32.9%	36.5%	100.0%	43.5%	29.7%	39.6%	28.6%	28.3%	
Q17b. Buy lottery tickets in all bars or clubs that have liquor?	60.2%	66.7%	66.7%	57.1%	68.9%	67.8%	63.3%	57.7%	100.0%	43.3%	66.2%	60.4%	71.4%	67.9%	
Q17c. Buy lottery tickets in restaurants that have a liquor license?	1.5%	4.9%	2.4%	2.4%	1.4%	2.2%	3.8%	5.8%	100.0%	13.3%	4.1%	6.4%	5.4%	3.8%	
Q17d. Buy lottery tickets in convenience stores?	62.8%	60.3%	77.8%	69.0%	62.2%	67.8%	59.5%	53.8%	100.0%	63.3%	63.5%	60.4%	64.3%	56.6%	
Q17e. Buy lottery tickets in grocery stores?	35.2%	34.3%	22.2%	28.6%	36.5%	30.0%	36.7%	38.5%	100.0%	30.0%	33.3%	39.6%	30.4%	37.7%	
Q17f. Buy lottery tickets in any private business?	2.0%	5.0%	77.8%	61.9%	59.5%	63.3%	55.7%	44.2%	100.0%	6.7%	2.7%	2.7%	5.4%	5.7%	
<b>Total Responses</b>	400	204	9	42	74	90	79	104	2	30	81	74	53	55	106

Includes all respondents

Q18: By Gender, Age & Income

	Q1. Gender?		Q45. Age?							Q47. Household's gross or total income before taxes for the year 2001?					Choose not to answer
	Male	Female	21-24	25-34	35-44	45-54	55-64	65+	<\$20K	\$20K-\$34K	\$35K-\$49K	\$50K-\$74K	\$75K+		
<b>Total</b>	196	204	9	42	74	90	79	104	2	30	81	74	53	56	106
Q18. If ND participated in multi-state lottery like Powerball, how often would you buy lottery tickets?	30.1%	29.4%	22.2%	31.0%	35.1%	33.3%	35.4%	19.2%	100.0%	23.3%	25.9%	32.1%	30.4%	25.5%	
1+ per week	30.1%	23.5%	33.3%	35.7%	21.6%	31.1%	31.6%	19.2%	100.0%	16.7%	27.2%	22.6%	32.1%	25.5%	
1+ per month	12.8%	12.7%	22.2%	11.9%	14.9%	10.0%	8.9%	15.4%	50.0%	20.0%	13.6%	6.8%	16.1%	11.3%	
1+ per year	5.0%	4.4%	4.8%	4.8%	8.1%	5.6%	1.3%	5.8%	3.3%	3.3%	4.9%	2.7%	7.5%	6.6%	
< 1 per year	25.0%	29.9%	22.2%	16.7%	18.9%	18.9%	22.8%	39.4%	50.0%	36.7%	27.2%	18.9%	17.9%	29.2%	
Never	1.5%	1.5%			1.4%	1.1%		1.0%	1.0%	1.2%	1.2%	1.2%	1.9%	1.9%	
<b>Total Responses</b>	400	204	9	42	74	90	79	104	2	30	81	74	53	56	106

Includes all respondents

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Operator's Signature *JoCoeta Rickford*

Date *10/10/03*

Q19-20: By Gender, Age & Income

Q19: Many NDans play out-of-state slot machines, play out-of-state video poker machines, or buy out-of-state lottery tickets?	Q1. Gender?		Q45. Age?										Q47. Household's gross or total income before taxes for the year 2001?					Choose not to answer
	Total	Male	Female	21-24	25-34	35-44	45-54	55-64	65+	Choose not to answer	< \$20K	\$20K- \$34K	\$35K- \$49K	\$50K- \$74K	\$75K+			
				61.8%	60.7%	62.7%	44.4%	64.3%	56.8%							68.9%	69.6%	
Strongly agree	61.8%	60.7%	62.7%	44.4%	64.3%	56.8%	68.9%	69.6%	53.8%	50.0%	53.3%	59.3%	71.6%	60.4%	62.5%			
Slightly agree	20.0%	21.4%	18.6%	44.4%	33.3%	24.3%	17.8%	12.7%	17.3%		23.3%	21.0%	14.9%	26.4%	18.9%			
No reaction	3.3%	3.6%	2.9%			4.1%	2.2%	3.8%	4.8%			2.5%		3.8%	6.6%			
Slightly disagree	5.8%	6.6%	4.9%			6.8%	2.2%	7.6%	9.6%		13.3%	7.4%	1.4%	5.7%	5.7%			
Strongly disagree	5.0%	4.1%	5.9%		2.4%	4.1%	6.7%	1.3%	7.7%	50.0%	3.3%	6.2%	10.8%	3.6%	3.8%			
Not sure	4.3%	3.6%	4.9%	11.1%		4.1%	2.2%	5.1%	6.7%		6.7%	3.7%	1.4%	5.4%	5.7%			
Q20: Our state and residents would benefit if the money that NDans spend playing out-of-state slot machines were used for state purposes	61.5%	64.8%	58.3%	44.4%	59.5%	62.2%	66.7%	68.4%	53.8%	50.0%	63.3%	59.3%	73.0%	62.5%	56.6%			
Strongly agree	16.5%	17.3%	15.7%	44.4%	28.6%	16.2%	17.8%	8.9%	14.4%		10.0%	14.8%	10.8%	21.4%	15.1%			
Slightly agree	2.0%	1.5%	2.5%			1.4%	1.1%	2.5%	3.8%		3.3%	4.9%		1.8%	1.9%			
No reaction	4.3%	4.1%	4.4%	11.1%	9.5%	1.4%	2.2%	3.8%	5.8%		3.3%	6.2%	2.7%	5.7%	5.7%			
Slightly disagree	11.3%	10.2%	12.3%		2.4%	17.6%	8.9%	11.4%	12.5%	50.0%	10.0%	11.1%	12.2%	12.5%	12.3%			
Strongly disagree	4.5%	2.0%	6.9%			1.4%	3.3%	5.1%	9.6%		10.0%	3.7%	1.4%	1.8%	8.5%			
Not sure	400	196	204	9	72	74	90	79	104	2	30	81	74	53	106			

Includes all respondents

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Operator's Signature: LoCoeta Richardson Date: 10/16/03

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Q21-24: By Gender, Age & Income

Q21. Reaction to allowing charitable gaming sites to operate slot machines, video poker, or other forms of electronic gaming?	Q1. Gender?		Q45. Age?							Q47. Household's gross or total income before taxes for the year 2001?					Choose not to answer			
	Total	Male	Female	21-24	25-34	35-44	45-54	55-64	65+	<\$70K	\$70K-\$99K	\$100K-\$149K	\$150K-\$199K	\$200K-\$299K		\$300K+		
Strongly favor	35.0%	38.8%	31.4%	55.6%	42.9%	37.8%	36.7%	35.4%	26.0%	36.7%	32.1%	45.9%	21.6%	18.5%	39.3%	26.4%	3.6%	26.4%
Slightly favor	21.5%	24.0%	19.1%	44.4%	26.2%	23.0%	26.7%	19.0%	14.4%	13.3%	18.5%	21.6%	1.4%	6.2%	26.8%	7.5%	3.6%	20.8%
No reaction	6.8%	5.1%	8.3%		7.1%	4.1%	6.7%	10.1%	6.7%	10.0%	6.2%	1.4%	6.8%	11.1%	1.8%	15.1%	1.8%	11.3%
Slightly oppose	8.0%	8.7%	7.4%		9.5%	8.1%	4.4%	6.3%	12.5%	6.7%	11.1%	6.8%	6.8%	11.1%	1.8%	15.1%	1.8%	6.6%
Strongly oppose	25.3%	22.4%	27.9%		9.5%	24.3%	23.3%	26.6%	34.6%	30.0%	27.2%	24.3%	24.3%	27.2%	26.8%	15.1%	26.8%	27.4%
Not sure	3.5%	1.0%	5.9%		4.8%	2.7%	2.2%	2.9%	5.8%	3.3%	4.9%			4.9%	1.8%		1.8%	7.5%
Strongly favor	37.3%	39.3%	35.3%	55.6%	42.9%	41.9%	38.9%	35.4%	30.8%	33.3%	37.0%	45.9%	45.9%	37.0%	35.7%	43.4%	35.7%	30.2%
Slightly favor	17.8%	16.3%	19.1%	22.2%	21.4%	20.3%	16.7%	17.7%	15.4%	10.0%	17.3%	17.6%	17.6%	17.3%	26.8%	17.0%	26.8%	16.0%
No reaction	6.0%	5.1%	6.9%	22.2%	4.8%	8.1%	5.6%	5.1%	4.8%	16.7%	1.2%	4.1%	4.1%	1.2%	3.6%	5.7%	3.6%	9.4%
Slightly oppose	8.5%	10.2%	6.9%		16.7%	6.8%	11.1%	5.1%	7.7%	10.0%	12.3%	5.4%	13.2%	12.3%	5.4%	13.2%	5.4%	6.6%
Strongly oppose	26.8%	26.5%	27.0%		9.5%	21.6%	26.7%	32.9%	34.6%	26.7%	27.2%	24.3%	24.3%	27.2%	28.6%	17.0%	28.6%	32.1%
Not sure	3.8%	2.6%	4.9%		4.8%	1.4%	1.1%	3.8%	6.7%	3.3%	4.9%			4.9%	3.8%		3.8%	5.7%
Strongly favor	36.3%	37.8%	34.8%	22.2%	31.0%	36.5%	37.8%	45.6%	31.7%	36.7%	28.4%	51.4%	51.4%	28.4%	33.9%	37.7%	33.9%	32.1%
Slightly favor	15.8%	17.3%	14.2%	44.4%	23.8%	13.5%	17.8%	10.1%	14.4%	16.7%	19.8%	10.8%	10.8%	19.8%	28.6%	11.3%	28.6%	11.3%
No reaction	5.8%	3.6%	7.8%	11.1%	9.5%	6.8%	5.6%	1.3%	5.8%	6.7%	3.7%	4.1%	4.1%	3.7%	7.5%	7.5%	3.6%	8.5%
Slightly oppose	9.8%	11.7%	7.8%	11.1%	16.7%	10.8%	8.9%	8.9%	7.7%	10.0%	12.3%	4.1%	4.1%	12.3%	7.1%	15.1%	7.1%	10.4%
Strongly oppose	29.0%	28.1%	29.9%	11.1%	11.9%	31.1%	30.0%	30.4%	33.7%	26.7%	30.9%	25.7%	25.7%	30.9%	26.8%	28.3%	26.8%	32.1%
Not sure	3.5%	1.5%	5.4%		7.1%	1.4%		3.8%	6.7%	3.3%	4.9%			4.9%				5.7%
Strongly favor	17.3%	19.9%	14.7%	11.1%	11.9%	20.3%	15.6%	20.7%	17.3%	26.7%	18.5%	21.6%	21.6%	18.5%	16.1%	15.1%	16.1%	12.3%
Slightly favor	8.3%	8.7%	7.8%	11.1%	7.1%	9.5%	11.1%	11.4%	2.9%	10.0%	7.4%	6.8%	6.8%	7.4%	10.7%	7.5%	10.7%	11.3%
No reaction	6.0%	4.6%	7.4%	11.1%	2.4%	6.8%	7.8%	5.1%	4.8%	10.0%	3.7%	2.7%	2.7%	3.7%	5.4%	1.9%	5.4%	11.3%
Slightly oppose	17.5%	20.4%	14.7%	22.2%	35.7%	21.6%	14.4%	12.7%	13.5%	13.3%	19.8%	16.2%	16.2%	19.8%	28.3%	28.3%	21.4%	10.4%
Strongly oppose	46.8%	44.4%	49.0%	44.4%	38.1%	40.5%	48.9%	48.1%	51.9%	43.3%	46.9%	50.0%	50.0%	46.9%	42.9%	47.2%	42.9%	47.2%
Not sure	4.3%	2.0%	6.4%		4.8%	1.4%	2.2%	2.5%	9.6%	6.7%	3.7%	2.7%	2.7%	3.7%	3.6%		3.6%	7.5%
Total Responses	400	196	204	5	42	74	90	79	104	2	81	74	53	56	106			

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Q25-26: By Gender, Age & Income

	Q1. Gender?		Q45. Age?							Q47. Household's gross or total income before taxes for the year 20017					Choose not to answer
	Total	Male	Female	21-24	25-34	35-44	45-54	55-64	65+	< \$20K	\$20K- \$34K	\$35K- \$49K	\$50K- \$74K	\$75K+	
Q25. If laws changed, who would you most prefer to have operate and benefit from expanded gaming?															
Charities	37.8%	33.7%	41.7%	22.2%	47.6%	44.6%	35.6%	34.2%	35.6%	50.0%	37.8%	34.0%	32.1%	40.6%	
State gov't	42.5%	48.5%	36.8%	55.6%	33.3%	33.8%	44.4%	49.4%	44.2%	30.0%	40.5%	41.5%	55.4%	42.5%	
Private business	4.8%	6.6%	2.9%		4.8%	8.1%	6.7%	1.3%	3.8%		9.5%	7.5%	1.8%	4.7%	
Native Americans	3.5%	3.1%	3.9%	11.1%		1.4%	5.6%	1.3%	4.8%	50.0%	1.4%	7.5%	3.6%	1.9%	
Not sure	11.5%	8.2%	14.7%	11.1%	14.3%	12.2%	7.8%	13.9%	11.5%	20.0%	10.8%	9.4%	7.1%	10.4%	
Q26. If laws changed, who would you least prefer to have operate and benefit from expanded gaming?															
Charities	3.0%	3.6%	2.5%			1.4%	3.3%	5.1%	3.8%	3.3%	4.1%	3.8%	1.8%	1.9%	
State gov't	12.0%	15.3%	8.8%	22.2%	7.1%	13.5%	11.1%	12.7%	12.5%	13.3%	16.0%	12.2%	11.3%	15.1%	
Private business	37.3%	36.2%	38.2%	55.6%	33.3%	39.2%	40.0%	41.8%	30.8%	16.7%	37.0%	44.6%	39.6%	31.1%	
Native Americans	30.3%	31.6%	28.9%	11.1%	42.9%	31.1%	36.7%	25.3%	25.0%	26.7%	23.5%	29.7%	37.7%	28.3%	
Not sure	17.5%	13.3%	21.6%	11.1%	16.7%	14.9%	8.9%	15.2%	27.9%	40.0%	19.8%	7.5%	10.7%	23.6%	
<b>Total Responses</b>	<b>400</b>	<b>196</b>	<b>204</b>	<b>9</b>	<b>42</b>	<b>74</b>	<b>90</b>	<b>79</b>	<b>104</b>	<b>30</b>	<b>81</b>	<b>74</b>	<b>53</b>	<b>56</b>	

Includes all respondents

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*To Coasta Rickford*  
Operator's Signature

*10/10/03*  
Date



Q31-34: By Gender, Age & Income

Q31. How likely to support expanded gaming if portion went to charities?	Q1. Gender?		Q45. Age?									Q47. Household's gross or total income before taxes for the year 2001?					Choose not to answer
	Total	Male	Female	21-24	25-34	35-44	45-54	55-64	65+	Choose not to answer	< \$20K	\$20K- \$34K	\$35K- \$49K	\$50K- \$74K	\$75K+		
				48.8%	49.5%	48.0%	44.4%	57.1%	52.7%							51.1%	
Much more likely	48.8%	49.5%	48.0%	44.4%	57.1%	52.7%	51.1%	48.1%	42.3%		30.0%	19.8%	60.8%	43.4%	42.9%		
Somewhat more likely	24.3%	26.0%	22.5%	55.6%	33.3%	20.3%	23.3%	23.3%	21.2%		13.3%	7.4%	23.0%	30.2%	32.1%		
No impact	5.8%	4.6%	6.9%		7.1%	4.1%	6.7%	5.1%	6.7%		13.3%	7.4%	4.1%	3.8%	7.1%		
Somewhat less likely	3.5%	4.6%	2.5%		2.4%	4.1%	3.3%	1.3%	4.8%			6.2%		3.6%	3.8%		
Much less likely	15.3%	13.3%	17.2%			16.2%	14.4%	19.0%	19.2%		13.3%	11.1%	12.2%	17.0%	12.5%		
Not sure	2.5%	2.0%	2.9%			2.7%	1.1%	1.3%	5.8%		3.3%	2.5%		1.8%	5.7%		
Much more likely	58.3%	58.7%	57.8%	88.9%	71.4%	59.3%	61.1%	54.4%	50.0%		46.7%	60.5%	71.6%	54.7%	58.9%		
Somewhat more likely	17.8%	20.4%	15.2%	11.1%	21.4%	14.9%	20.0%	20.3%	15.4%		26.7%	16.0%	10.8%	24.5%	21.4%		
No impact	4.3%	2.0%	6.4%		4.8%	2.7%	3.3%	5.1%	5.8%		10.0%	6.2%	1.4%	3.8%	3.6%		
Somewhat less likely	3.0%	3.1%	2.9%			4.1%	1.1%	3.8%	3.8%			3.7%	2.7%	1.9%	1.8%		
Much less likely	14.8%	13.8%	15.7%		2.4%	17.6%	12.2%	15.2%	21.2%		16.7%	13.6%	13.5%	13.2%	10.7%		
Not sure	2.0%	2.0%	2.0%			1.4%	2.2%	1.3%	3.8%				1.9%	3.6%	4.7%		
Much more likely	50.3%	49.5%	51.0%	44.4%	57.1%	47.3%	55.6%	51.9%	44.2%		46.7%	48.1%	66.2%	35.8%	55.4%		
Somewhat more likely	23.3%	26.5%	20.1%	22.2%	33.3%	23.0%	23.3%	20.3%	22.1%		30.0%	21.0%	18.9%	37.7%	17.9%		
No impact	5.8%	3.6%	7.8%		7.1%	5.4%	5.6%	3.8%	5.8%		13.3%	8.6%	1.4%	7.5%	3.6%		
Somewhat less likely	4.0%	5.1%	2.9%		2.4%	4.1%	2.2%	5.1%	4.8%			3.7%	1.4%	5.7%	3.6%		
Much less likely	15.3%	14.3%	16.2%	11.1%		18.9%	12.2%	17.7%	20.2%		10.0%	18.5%	12.2%	13.2%	17.9%		
Not sure	1.5%	1.0%	2.0%			1.4%	1.1%	1.3%	2.9%					1.8%	4.7%		
Much more likely	38.3%	38.8%	37.7%	22.2%	42.9%	36.5%	43.3%	36.7%	36.5%		30.0%	39.5%	45.9%	30.2%	51.8%		
Somewhat more likely	25.3%	27.0%	23.5%	55.6%	26.2%	21.6%	31.1%	29.1%	17.3%		16.7%	23.5%	29.7%	28.3%	26.8%		
No impact	7.0%	5.1%	8.8%		11.9%	4.1%	2.2%	7.6%	10.6%		16.7%	8.6%	4.1%	9.4%	1.8%		
Somewhat less likely	8.3%	8.2%	8.3%	11.1%	11.9%	10.8%	3.3%	10.1%	7.7%		13.3%	8.6%	6.8%	15.1%	5.4%		
Much less likely	18.0%	18.4%	17.6%	11.1%	4.8%	27.0%	17.8%	15.2%	20.2%		20.0%	17.3%	12.2%	17.0%	24.5%		
Not sure	3.3%	2.6%	3.9%		2.4%		2.2%	1.3%	7.7%		3.3%	2.5%	1.4%	14.3%	8.5%		
Total Responses	400	196	204	9	42	74	90	79	104	2	30	81	74	53	106		

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*Coloeta Rickford*

10/16/03  
Date

Q35: By Gender, Age & Income

Q35. Reasons why some NDAs may favor increasing revenue that charities receive by expanding charitable gaming?	Q1. Gender?		Q45. Age?							Q47. Household's gross or total income before taxes for the year 2001?						Choose not to answer	
	Total	Male	Female	21-24	25-34	35-44	45-54	55-64	65+	< \$20K	\$20K-\$24K	\$25K-\$29K	\$30K-\$39K	\$40K-\$49K	\$50K-\$74K		\$75K+
Worthy cause \$ for charities, hard to raise funds	3.8%	4.6%	2.9%		9.5%		3.3%	3.8%	4.8%								
Helps people, needs increasing	20.8%	25.0%	16.7%	44.4%	28.6%	23.0%	26.7%	12.7%	15.4%								
Helps education	4.5%	7.1%	2.0%	22.2%	2.4%	5.4%	3.3%	5.1%	3.8%								
Helps fund gov't programs, reduces cuts	3.3%	4.1%	2.5%		2.4%	2.7%	3.3%	5.1%	2.9%								
Can accept gambling if for charity	1.0%		2.0%			1.4%	2.2%	1.3%									
Keep \$ in state	.5%	.5%	.5%		2.4%	1.4%											
Like gambling, enjoyable entertainment	14.3%	14.8%	13.7%	11.1%	14.3%	13.5%	12.2%	20.3%	17.5%								
Neighboring states have it	8.3%	7.7%	8.8%		9.5%	6.8%	3.3%	12.7%	10.6%								
Help economy, create jobs	.8%	1.0%	.5%			1.4%			1.9%								
\$ for state, economy, budget shortfalls	3.8%	3.1%	4.4%		2.4%	2.7%	6.7%	5.1%	1.9%								
Keep taxes down, from increasing	6.8%	7.1%	6.4%			8.1%	13.3%	7.6%	2.9%								
Step toward lottery, more casinos	3.5%	4.1%	2.9%		4.8%	5.4%	2.2%	3.8%	2.5%								
Help more than Native Americans	.3%		.5%			1.4%											
Greed	2.0%	2.0%	2.0%		2.4%	2.7%	3.3%	1.3%	1.0%								
Misc. other	.8%		1.5%				2.2%	1.3%									
Not sure	2.5%	2.6%	2.5%		2.4%	2.7%	4.4%	1.3%	1.9%								
No 2nd response	36.3%	30.6%	41.7%	33.3%	33.3%	36.5%	26.7%	36.7%	44.2%								
No 3rd response	89.0%	86.7%	91.2%	88.9%	88.1%	87.8%	87.8%	83.5%	93.2%								
Total Responses	400	196	204	9	42	74	90	79	104	2	30	81	74	53	56	106	

Includes all respondents

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Operator's Signature

10/16/03  
Date

Q38: By Gender, Age & Income

Q36. Reasons why some NDAs may oppose increasing revenue that charities receive by expanding charitable gaming?	Q1. Gender?		Q45. Age?							Q47. Household's gross or total income before taxes for the year 2001?					Choose not to answer	
	Total	Male	Female	21-24	25-34	35-44	45-54	55-64	65+	Choose not to answer	<\$20K	\$20K-\$34K	\$35K-\$49K	\$50K-\$74K		\$75K+
	12.3%	14.8%	9.8%		7.1%	6.8%	12.2%	7.6%	22.1%	50.0%	16.7%	11.1%	12.2%	9.4%		7.1%
Moral reasons																
Oppose gambling in general	11.5%	14.8%	8.3%		11.9%	12.2%	10.0%	13.9%	11.5%		6.7%	13.5%	11.3%	14.3%		9.4%
Addiction, gambling problems	29.8%	25.0%	34.3%	33.3%	28.6%	27.0%	27.8%	32.9%	31.7%		16.7%	27.2%	32.1%	28.6%		31.1%
Other problems related to gambling in general	1.5%	1.0%	2.0%		2.4%		2.2%	1.3%	1.9%		3.3%	2.7%		1.8%		1.9%
Easy to gamble, increase gambling	3.0%	1.0%	4.9%			4.1%	2.2%	5.1%	2.9%		6.7%	2.7%	1.9%	1.8%		3.8%
Money root of evil, greed, cheating, crime	3.3%	3.6%	2.9%			5.4%	3.3%	5.1%	1.9%		3.3%	4.1%	3.8%	1.8%		3.8%
Conservative, resist change	7.8%	9.2%	6.4%		4.8%	5.4%	12.2%	11.4%	4.8%		3.3%	6.2%	3.8%	14.3%		7.5%
Problems affect poor the most	6.8%	8.7%	4.9%		2.4%	8.1%	8.9%	5.1%	7.7%		6.7%	5.4%	7.5%	5.4%		4.7%
Waste of time, money	1.3%	1.5%	1.0%		4.8%	1.4%		1.3%	1.0%				3.8%			2.8%
Fear \$ won't be spent wisely, give them too much money	5.0%	3.6%	6.4%	22.2%	4.8%	10.8%	2.2%	3.8%	2.9%			3.7%	7.5%	8.9%		4.7%
Cost will exceed benefits, no real benefits	1.8%	1.5%	2.0%				2.2%		3.8%		3.3%	1.2%				2.8%
\$ go to charity versus other needs, better use	1.0%	1.0%	1.0%	22.2%		1.4%		1.3%				3.7%		1.8%		
Depends on where \$ goes	.8%	1.5%				1.4%	1.1%		1.0%		3.3%					9%
Have enough gambling	2.0%	2.0%	2.0%		2.4%	2.7%	2.2%	2.5%	1.0%		3.3%	4.1%		1.8%		1.9%
Won't help economy, \$ will go out-of-state	1.0%	2.0%			2.4%			1.3%	1.9%			3.7%		1.8%		
Takes \$ from Native Americans	1.3%	1.0%	1.5%			1.4%	2.2%	2.5%				2.7%		3.6%		5%
Don't win, games not fair	.8%	.5%	1.0%			1.4%		1.3%	1.0%		3.3%		1.9%	1.8%		
Better ways to raise \$	1.3%	1.5%	1.0%	11.1%	2.4%	1.4%			1.9%		3.3%	1.2%		1.8%		1.9%
Misc. other	2.8%	4.1%	1.5%		2.4%	4.1%	3.3%	3.8%	1.0%			4.9%	5.7%	3.6%		1.9%

Includes all respondents

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Operator's Signature: JoCoeta Rickford Date: 10/16/03

Q36: By Gender, Age & Income

Q36. Reasons why some NDData story response	Q1. Gender?		Q45. Age?							Q47. Household's gross or total income before taxes for the year 20017						
	Total	Male	Female	21-24	25-34	35-44	45-54	55-64	65+	Choose not to answer	< \$20K	\$20K- \$34K	\$35K- \$49K	\$50K- \$74K	\$75K+	Choose not to answer
Total Responses	400	196	204	9	42	74	90	79	104	2	30	81	74	53	56	106
No 2nd response	84.3%	84.2%	84.3%	100.0%	90.5%	86.5%	86.7%	81.0%	78.8%	100.0%	80.0%	86.4%	86.5%	83.0%	91.1%	79.2%
No 3rd response	97.5%	97.4%	97.5%	100.0%	100.0%	97.3%	98.9%	98.7%	94.2%	100.0%	96.7%	95.1%	97.3%	98.1%	100.0%	98.1%

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*Salvatore Riccardi*  
Operator's Signature

10/16/03  
Date

Q37-40: By Gender, Age & Income

	Q1. Gender?		Q41. Age?								Q47. Household's gross or total income before taxes for the year 2001?					Choose not to answer
	Total	Male	Female	21-24	25-34	35-44	45-54	55-64	65+	<\$20K	\$20K-\$34K	\$35K-\$49K	\$50K-\$74K	\$75K+		
Q37. How likely to vote for candidate who supports charitable gaming sites operating electronic gaming?	Much more likely	29.3%	33.7%	25.0%	33.3%	31.0%	28.4%	32.2%	34.2%	23.1%	33.3%	23.5%	37.8%	28.3%	32.1%	25.5%
	Somewhat more likely	19.0%	18.9%	19.1%	33.3%	28.6%	21.6%	22.2%	16.5%	11.3%	13.3%	21.0%	20.3%	22.6%	21.4%	15.1%
	No impact	22.0%	21.4%	22.5%	33.3%	31.0%	20.3%	22.2%	21.5%	18.3%	50.0%	30.9%	17.6%	18.9%	26.8%	20.8%
	Somewhat less likely	6.0%	6.1%	5.9%		2.4%	5.4%	5.6%	7.6%	6.7%	50.0%	2.5%	5.4%	13.2%	1.8%	6.6%
	Much less likely	19.5%	16.8%	22.1%		4.8%	24.3%	15.6%	17.7%	28.8%		26.7%	17.6%	15.1%	17.9%	20.8%
Q38. How likely to vote for candidate who supports a multi-state lottery?	Not sure	4.3%	3.1%	5.4%		2.4%	2.2%	2.2%	2.5%	11.3%	6.7%	1.2%	1.4%	1.9%	11.3%	
	Much more likely	41.3%	45.4%	37.3%	11.1%	42.9%	48.6%	50.0%	45.6%	27.9%	36.7%	33.3%	52.7%	45.3%	46.4%	35.8%
	Somewhat more likely	17.5%	17.3%	17.6%	44.4%	21.4%	13.5%	15.6%	20.3%	15.4%	16.7%	16.0%	14.9%	20.8%	19.6%	17.9%
	No impact	17.5%	16.8%	18.1%	11.1%	21.4%	14.9%	16.7%	22.8%	15.4%	13.3%	25.9%	10.8%	13.2%	21.4%	17.0%
	Somewhat less likely	4.8%	4.1%	5.4%	11.1%	7.1%	4.1%	3.3%	2.5%	5.8%	3.3%	4.9%	4.1%	9.4%		5.7%
Q39. How likely to vote for candidate who supports allowing charitable gaming sites to offer more casino games?	Much less likely	15.5%	13.8%	17.2%	22.2%	4.8%	18.9%	12.2%	6.3%	26.9%	23.3%	18.5%	16.2%	9.4%	12.5%	15.1%
	Not sure	3.5%	2.6%	4.4%		2.4%		2.2%	2.5%	8.7%	6.7%	1.2%	1.4%	1.9%		8.5%
	Much more likely	26.0%	29.1%	23.0%	55.6%	23.8%	24.3%	31.1%	31.6%	17.3%	20.0%	23.5%	33.8%	28.3%	25.0%	23.6%
	Somewhat more likely	17.3%	18.4%	16.2%	22.2%	26.2%	20.3%	20.0%	10.1%	14.4%	20.0%	17.3%	21.6%	15.1%	16.1%	15.1%
	No impact	20.5%	19.9%	21.1%	22.2%	28.6%	18.9%	18.9%	22.8%	17.3%	13.3%	27.2%	14.9%	18.9%	25.0%	19.8%
Q40. How likely to vote for candidate who supports allowing charitable gaming sites to offer all casino games?	Somewhat less likely	10.3%	8.7%	11.8%		11.9%	10.8%	6.7%	6.3%	15.4%	16.7%	11.1%	6.8%	24.5%	5.4%	5.7%
	Much less likely	22.3%	19.9%	24.5%		7.1%	25.7%	20.0%	24.1%	28.8%	23.3%	18.5%	21.6%	11.3%	28.6%	27.4%
	Not sure	3.8%	4.1%	3.4%		2.4%		3.3%	5.1%	6.7%	6.7%	2.5%	1.4%	1.9%		8.5%
	Much more likely	26.8%	30.1%	23.5%	44.4%	23.8%	24.3%	31.1%	31.6%	21.2%	23.3%	22.2%	31.1%	26.4%	28.6%	27.4%
	Somewhat more likely	16.5%	16.3%	16.7%	22.2%	21.4%	20.3%	18.9%	13.9%	11.5%	16.7%	18.5%	25.7%	17.0%	16.1%	8.5%
Total Responses		400	196	204	9	42	74	90	79	104	2	81	74	53	56	106

Includes all respondents

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Operator's Signature Valieta Rickford Date 10/16/03



Demographics: By Gender, Age & Income

Q3. Region of residence?	Q1. Gender?		Q45. Age?							Q47. Household's gross or total income before taxes for the year 2001?					Choose not to answer	Choose not to answer
	Male	Female	21-24	25-34	35-44	45-54	55-64	65+	<\$20K	\$20K-\$34K	\$35K-\$49K	\$50K-\$74K	\$75K+			
Williston area	4.1%	4.4%	11.1%	2.4%	4.1%	4.4%	1.3%	6.7%	10.0%	1.2%	4.1%	1.9%		8.5%		
Minot area	13.8%	13.7%	11.1%	16.7%	13.5%	18.9%	13.2%	7.7%	3.3%	17.3%	13.5%	11.3%	10.7%	17.0%		
Devils Lake area	6.3%	6.4%		2.4%	2.7%	6.7%	13.9%	4.8%	6.7%	8.6%	5.4%	3.8%	1.8%	8.5%		
Grand Forks area	14.3%	14.2%	11.1%	11.9%	8.1%	14.4%	12.7%	20.2%	20.0%	7.4%	16.2%	17.0%	17.5%	13.2%		
Fargo area	25.8%	25.5%	44.4%	31.0%	32.4%	27.8%	24.1%	16.3%	20.0%	23.5%	24.3%	34.0%	35.7%	20.8%		
Jamestown area	9.8%	10.3%		4.8%	6.8%	3.3%	11.4%	19.2%	6.7%	17.3%	8.1%	3.8%	5.4%	11.3%		
Bismarck area	20.0%	19.6%	22.2%	23.8%	28.4%	16.7%	19.0%	16.3%	20.0%	17.3%	21.6%	22.6%	28.6%	15.1%		
Dickinson area	6.0%	5.9%		7.1%	4.1%	7.8%	2.5%	8.7%	13.3%	7.4%	6.8%	5.7%		5.7%		
City	62.8%	60.8%	100.0%	76.2%	64.9%	57.8%	57.0%	60.6%	66.7%	67.9%	58.1%	69.8%	69.6%	53.8%		
Medium town	9.5%	10.3%		4.8%	6.8%	11.1%	13.9%	9.6%	10.0%	7.4%	6.8%	7.5%	8.9%	14.2%		
Small town	12.8%	12.7%		11.9%	13.5%	17.8%	12.7%	9.6%	10.0%	14.8%	18.9%	15.1%	5.4%	10.4%		
Farm or ranch	14.8%	16.2%		7.1%	14.9%	13.3%	15.2%	20.2%	13.3%	9.9%	16.2%	7.5%	16.1%	20.8%		
Not sure	3%	5%					1.3%									
Total Responses	400	204	9	42	74	90	79	104	30	81	74	53	56	106		

Includes all respondents

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Operator's Signature: Loleta Rickford Date: 10/16/03

Q4: By How Recently Gambled

		Total	Q5. How recently have you wagered money on games of chance?					
			Past week	Past month	Past year	More than a year	Never	Not sure
Q4. How likely are you to vote in the November election?	Definitely vote	79.5%	81.3%	71.8%	80.0%	82.0%	81.3%	100.0%
	Possibly vote	14.8%	12.5%	19.7%	17.9%	11.2%	12.5%	
	Will not vote	3.8%	4.7%	7.0%		4.3%	3.8%	
	Not sure	2.0%	1.6%	1.4%	2.1%	2.2%	2.5%	
Total Responses		400	64	71	95	89	80	1

Includes all respondents

Q5: By Voting Intention

		Total	Q4. How likely are you to vote in the November election?			
			Definitely vote	Possibly vote	Will not vote	Not sure
Q5. How recently have you wagered money on games of chance?	Past week	16.0%	16.4%	13.6%	20.0%	12.5%
	Past month	17.8%	16.0%	23.7%	33.3%	12.5%
	Past year	23.8%	23.9%	28.8%		25.0%
	More than a year	22.3%	23.0%	16.9%	26.7%	25.0%
	Never	20.0%	20.4%	16.9%	20.0%	25.0%
	Not sure	.3%	.3%			
Total Responses		400	318	59	15	8

Includes all respondents

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*Ja Costa Richardson*  
Operator's Signature

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Date

Q6-10: By Voting Intention & How Recently Gambled

		Total	Q4. How likely are you to vote in the November election?				Q5. How recently have you wagered money on games of chance?			
			Definitely vote	Possibly vote	Will not vote	Not sure	Past week	Past month	Past year	More than a year
Q6. How recently played charitable games in ND?	Past week	12.5%	12.7%	10.2%	25.0%	45.3%	11.3%	3.2%		
	Past month	15.4%	12.3%	26.5%	33.3%	7.8%	47.9%	8.4%	2.2%	
	Past year	21.0%	21.0%	26.5%	8.3%	15.6%	15.5%	41.1%	7.9%	
	More than a year	26.0%	27.0%	20.4%	25.0%	12.5%	4.2%	20.0%	59.6%	
	Never	25.1%	27.0%	16.3%	8.3%	50.0%	18.8%	21.1%	27.4%	30.3%
Q7. How recently been to reservation casino in ND?	Past week	8.5%	9.9%	2.0%	8.3%	31.3%	4.2%	3.2%	1.1%	
	Past month	14.7%	13.1%	12.2%	25.0%	12.5%	47.9%	4.2%	1.1%	
	Past year	29.2%	25.4%	44.9%	41.7%	33.3%	28.1%	22.5%	49.5%	13.5%
	More than a year	21.6%	24.6%	10.2%	16.7%		7.8%	8.5%	23.2%	40.4%
	Never	25.7%	24.6%	30.6%	8.3%	66.7%	20.3%	16.9%	20.0%	42.7%
	Not sure	.3%	.4%							1.1%
Q8. How recently been to casino in another state?	Past week	1.9%	2.0%	2.0%		9.4%				
	Past month	7.2%	8.3%		16.7%	7.8%	22.5%	2.1%		
	Past year	19.4%	20.2%	16.3%	25.0%	21.9%	28.2%	25.3%	4.5%	
	More than a year	33.5%	34.9%	34.7%	8.3%	16.7%	32.8%	22.5%	29.5%	47.2%
	Never	37.9%	34.5%	46.9%	50.0%	83.3%	28.1%	26.8%	43.2%	48.3%
Q9. How recently played slot machines in SD or video poker in MT?	Past week	.9%	1.2%			3.1%	1.4%			
	Past month	3.4%	3.6%		16.7%	7.8%	7.0%	1.1%		
	Past year	9.7%	8.3%	14.3%	16.7%	16.7%	7.8%	19.7%	10.5%	2.2%
	More than a year	15.7%	16.7%	14.3%	8.3%		17.2%	11.3%	16.8%	16.9%
	Never	70.2%	70.2%	71.4%	58.3%	83.3%	64.1%	60.6%	71.6%	80.9%
Q10. How recently have you bought Powerball or lottery tickets in another state?	Past week	14.4%	15.1%	10.2%	16.7%	16.7%	43.8%	8.5%	7.4%	5.6%
	Past month	11.0%	11.1%	8.2%	25.0%		6.3%	31.0%	8.4%	1.1%
	Past year	20.4%	22.2%	12.2%	8.3%	33.3%	15.6%	19.7%	28.4%	15.7%
	More than a year	16.9%	18.7%	14.3%			10.9%	12.7%	14.7%	27.0%
	Never	37.0%	32.5%	55.1%	50.0%	50.0%	23.4%	26.8%	41.1%	50.6%
	Not sure	.3%	.4%					1.4%		
Total Responses		319	252	49	12	6	64	71	95	89

Includes all respondents who have ever gambled

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Q11a-b: By Voting Intention & How Recently Gambled

		Total	Q4. How likely are you to vote in the November election?				Q5. How recently have you wagered money on games of chance?			
			Definitely vote	Possibly vote	Will not vote	Not sure	Past week	Past month	Past year	More than a year
Q11a. How rate ND charitable games in being enjoyable form of entertainment?	Excellent	10.0%	10.9%	9.8%			19.2%	19.6%	2.9%	1.6%
	Good	43.5%	40.8%	58.5%	36.4%	33.3%	51.9%	55.4%	40.6%	29.0%
	Fair	31.0%	32.1%	19.5%	45.5%	66.7%	23.1%	17.9%	40.6%	38.7%
	Poor	5.4%	6.5%	2.4%			1.9%	1.8%	5.8%	11.3%
	Very poor	1.7%	2.2%				1.9%	1.8%	1.4%	1.6%
	Not sure	8.4%	7.6%	9.8%	18.2%		1.9%	3.6%	8.7%	17.7%
Q11b. How rate ND charitable games in giving you reasonable chance to win?	Excellent	5.9%	4.9%	7.3%	18.2%		5.8%	16.1%	2.9%	
	Good	28.9%	29.9%	26.8%	18.2%	33.3%	38.5%	28.6%	27.5%	22.6%
	Fair	31.4%	32.6%	31.7%	9.1%	33.3%	26.9%	28.6%	42.0%	25.8%
	Poor	16.3%	15.2%	19.5%	18.2%	33.3%	17.3%	10.7%	14.5%	22.6%
	Very poor	8.8%	9.8%	2.4%	18.2%		5.8%	12.5%	4.3%	12.1%
	Not sure	8.8%	7.6%	12.2%	18.2%		5.8%	3.6%	8.7%	16.1%
Total Responses		239	184	41	11	3	52	56	69	62

Includes all respondents who ever played charitable games

Q12a-b: By Voting Intention & How Recently Gambled

		Total	Q4. How likely are you to vote in the November election?				Q5. How recently have you wagered money on games of chance?			
			Definitely vote	Possibly vote	Will not vote	Not sure	Past week	Past month	Past year	More than a year
Q12a. How rate ND reservation casinos in being enjoyable form of entertainment?	Excellent	13.6%	13.2%	14.7%	18.2%		7.8%	23.7%	13.2%	8.0%
	Good	37.7%	37.6%	44.1%	18.2%	50.0%	45.1%	37.3%	38.2%	30.0%
	Fair	30.1%	29.1%	29.4%	45.5%	50.0%	31.4%	25.4%	30.3%	34.0%
	Poor	9.3%	9.5%	5.9%	18.2%		5.9%	8.5%	9.2%	14.0%
	Very poor	2.5%	3.2%				2.0%	1.7%	5.3%	
	Not sure	6.8%	7.4%	5.9%			7.8%	3.4%	3.9%	14.0%
Q12b. How rate ND reservation casinos in giving you reasonable chance to win?	Excellent	4.7%	4.8%	2.9%	9.1%		5.9%	8.5%	2.6%	2.0%
	Good	21.6%	20.6%	23.5%	27.3%	50.0%	19.6%	22.0%	25.0%	18.0%
	Fair	39.4%	41.3%	32.4%	27.3%	50.0%	43.1%	42.4%	38.2%	34.0%
	Poor	19.5%	16.9%	29.4%	36.4%		21.6%	15.3%	19.7%	22.0%
	Very poor	8.9%	10.1%	5.9%			5.9%	10.2%	9.2%	10.0%
	Not sure	5.9%	6.3%	5.9%			3.9%	1.7%	5.3%	14.0%
Total Responses		236	189	34	11	2	51	59	76	50

Includes all respondents who have ever been to a ND reservation casino

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*Ja Costa Richardson*  
Operator's Signature

10/6/03  
Date

Q13a-b: By Voting Intention & How Recently Gambled

		Total	Q4. How likely are you to vote in the November election?				Q5. How recently have you wagered money on games of chance?			
			Definitely vote	Possibly vote	Will not vote	Not sure	Past week	Past month	Past year	More than a year
Q13a. How rate out-of-state Powerball or lottery games in being enjoyable form of entertainment?	Excellent	9.0%	10.1%	4.5%			12.2%	17.6%	3.6%	2.3%
	Good	33.0%	32.0%	27.3%	66.7%	66.7%	42.9%	31.4%	35.7%	20.5%
	Fair	33.0%	33.1%	31.8%	33.3%	33.3%	26.5%	27.5%	33.9%	45.5%
	Poor	12.5%	12.4%	18.2%			6.1%	9.8%	21.4%	11.4%
	Very poor	3.5%	3.6%	4.5%			2.0%	5.9%	1.8%	4.5%
	Not sure	9.0%	8.9%	13.6%			10.2%	7.8%	3.6%	15.9%
Q13b. How rate out-of-state Powerball or lottery games in giving you reasonable chance to win?	Excellent	3.5%	3.6%		16.7%		6.1%	7.8%		
	Good	19.0%	20.7%	9.1%	16.7%		24.5%	15.7%	21.4%	13.6%
	Fair	31.5%	30.2%	45.5%	16.7%	33.3%	30.6%	29.4%	33.9%	31.8%
	Poor	24.0%	23.1%	22.7%	33.3%	66.7%	22.4%	23.5%	30.4%	18.2%
	Very poor	15.5%	16.6%	9.1%	16.7%		14.3%	15.7%	12.5%	20.5%
	Not sure	6.5%	5.9%	13.6%			2.0%	7.8%	1.8%	15.9%
Total Responses		200	169	22	6	3	49	51	56	44

Includes all respondents who have ever played out-of-state lottery games

Q14: By Voting Intention & How Recently Gambled

		Total	Q4. How likely are you to vote in the November election?				Q5. How recently have you wagered money on games of chance?					
			Definitely vote	Possibly vote	Will not vote	Not sure	Past week	Past month	Past year	More than a year	Never	Not sure
Q14. What direction should the legislature take with laws that control the charitable games allowed?	All casino games	34.8%	35.8%	25.4%	53.3%	23.0%	45.3%	42.3%	37.9%	37.1%	13.8%	
	Most casino games	11.8%	11.9%	13.6%		12.5%	14.1%	12.7%	15.8%	10.1%	6.3%	
	Only current charitable games	36.5%	35.8%	42.4%	40.0%	12.5%	29.7%	36.6%	33.7%	36.0%	43.0%	100.0%
	Opposed to gambling	5.8%	6.0%	5.1%	6.7%		3.1%		1.1%	5.6%	18.8%	
	Allow lottery tickets	.8%	.9%				1.6%	1.4%			1.3%	
	Should be state operated	.5%	.6%								2.5%	
	Misc. other	.8%	.9%						1.1%	2.2%		
	Not sure	9.3%	7.9%	13.6%		50.0%	6.3%	7.0%	10.5%	9.0%	12.5%	
Total Responses		400	318	59	15	8	64	71	95	89	80	1

Includes all respondents

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10/10/03  
Date

Q15a-f: By Voting Intention & How Recently Gambled

		Total	Q4. How likely are you to vote in the November election?				Q5. How recently have you wagered money on games of chance?					
			Definitely vote	Possibly vote	Will not vote	Not sure	Past week	Past month	Past year	More than a year	Never	Not sure
Q15a. Allow machines in charitable gaming sites?	Yes	61.5%	62.6%	57.6%	53.3%	62.5%	50.0%	60.6%	72.6%	71.9%	46.3%	100.0%
	No	33.8%	33.3%	33.9%	46.7%	25.0%	45.3%	32.4%	25.3%	23.6%	47.5%	
	Not sure	4.8%	4.1%	8.5%		12.5%	4.7%	7.0%	2.1%	4.5%	6.3%	
Q15b. Allow machines in bars or clubs that have liquor?	Yes	59.8%	59.7%	55.9%	73.3%	62.5%	68.8%	63.4%	69.5%	36.2%	41.3%	100.0%
	No	37.0%	37.1%	39.0%	26.7%	37.5%	28.1%	33.8%	28.4%	40.4%	53.8%	
	Not sure	3.3%	3.1%	5.1%			3.1%	2.8%	2.1%	3.4%	5.0%	
Q15c. Allow machines in restaurants that have liquor?	Yes	38.8%	38.4%	42.4%	40.0%	25.0%	54.7%	43.7%	43.2%	32.6%	23.8%	
	No	59.3%	59.7%	54.2%	60.0%	75.0%	45.3%	53.5%	55.8%	65.2%	72.5%	100.0%
	Not sure	2.0%	1.9%	3.4%				2.8%	1.1%	2.2%	3.8%	
Q15d. Allow machines in convenience stores?	Yes	24.5%	24.8%	20.3%	40.0%	12.5%	39.1%	25.4%	23.2%	22.5%	16.3%	
	No	73.8%	73.6%	76.3%	60.0%	87.5%	60.9%	73.2%	73.7%	77.5%	80.0%	100.0%
	Not sure	1.8%	1.6%	3.4%				1.4%	3.2%		3.8%	
Q15e. Allow machines in grocery stores?	Yes	17.8%	18.2%	13.6%	26.7%	12.5%	29.7%	19.7%	15.8%	13.5%	13.8%	
	No	81.0%	80.8%	83.1%	73.3%	87.5%	70.3%	78.9%	82.1%	86.5%	83.8%	100.0%
	Not sure	1.3%	.9%	3.4%				1.4%	2.1%		2.5%	
Q15f. Allow machines in any private business?	Yes	22.5%	22.3%	25.4%	26.7%		31.3%	29.6%	23.2%	16.9%	15.0%	
	No	74.5%	74.8%	69.5%	73.3%	100.0%	67.2%	67.6%	73.7%	79.8%	81.3%	100.0%
	Not sure	3.0%	2.8%	5.1%			1.6%	2.8%	3.2%	3.4%	3.8%	
Total Responses		400	318	59	15	8	64	71	95	89	80	1

Includes all respondents

Q16: By Voting Intention & How Recently Gambled

		Total	Q4. How likely are you to vote in the November election?				Q5. How recently have you wagered money on games of chance?					
			Definitely vote	Possibly vote	Will not vote	Not sure	Past week	Past month	Past year	More than a year	Never	Not sure
Q16. If ND allowed slot machines and video poker machines similar to those in SD & MT, how often would you play them?	1+ per week	9.3%	8.8%	11.9%	13.3%		29.7%	14.1%	3.2%	2.2%	3.8%	
	1+ per month	21.3%	21.7%	18.6%	26.7%	12.5%	28.1%	39.4%	29.5%	10.1%	2.5%	
	1+ per year	21.8%	20.1%	28.8%	20.0%	37.5%	20.3%	25.4%	33.7%	23.6%	3.8%	
	< 1 per year	11.0%	10.4%	15.3%	13.3%		12.5%	5.6%	10.5%	24.7%		
	Never	35.5%	37.4%	25.4%	26.7%	50.0%	9.4%	15.5%	20.0%	37.1%	90.0%	100.0%
	Not sure	1.3%	1.6%						3.2%	2.2%		
Total Responses		400	318	59	15	8	64	71	95	89	80	1

Includes all respondents

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*10/16/03*  
Date

Q17a-f: By Voting Intention & How Recently Gambled

		Total	Q4. How likely are you to vote in the November election?				Q5. How recently have you wagered money on games of chance?					
			Definitely vote	Possibly vote	Will not vote	Not sure	Past week	Past month	Past year	More than a year	Never	Not sure
Q17a. Buy lottery tickets in charitable gaming sites?	Yes	33.3%	34.9%	25.4%	33.3%	25.0%	37.5%	26.8%	32.6%	37.1%	31.3%	100.0%
	No	63.5%	61.6%	72.9%	66.7%	62.5%	60.9%	73.2%	65.3%	59.6%	60.0%	
	Not sure	3.3%	3.5%	1.7%		12.5%	1.6%		2.1%	3.4%	8.8%	
Q17b. Buy lottery tickets in all bars or clubs that have liquor	Yes	61.5%	62.3%	57.6%	66.7%	50.0%	65.6%	64.8%	73.7%	61.8%	40.0%	100.0%
	No	34.8%	34.0%	39.0%	33.3%	37.5%	29.7%	31.0%	25.3%	37.1%	51.3%	
	Not sure	3.8%	3.8%	3.4%		12.5%	4.7%	4.2%	1.1%	1.1%	8.8%	
Q17c. Buy lottery tickets in restaurants that have liquor	Yes	56.0%	55.3%	57.6%	66.7%	50.0%	67.2%	71.8%	62.1%	49.4%	33.8%	
	No	41.3%	41.5%	40.7%	33.3%	50.0%	31.3%	25.4%	36.8%	48.3%	60.0%	100.0%
	Not sure	2.8%	3.1%	1.7%			1.6%	2.8%	1.1%	2.2%	6.3%	
Q17d. Buy lottery tickets in convenience stores?	Yes	74.5%	73.0%	81.4%	73.3%	87.5%	87.5%	87.3%	85.3%	70.8%	45.0%	
	No	24.5%	25.8%	18.6%	26.7%	12.5%	12.5%	11.3%	13.7%	29.2%	52.5%	100.0%
	Not sure	1.0%	1.3%					1.4%	1.1%		2.5%	
Q17e. Buy lottery tickets in grocery stores?	Yes	63.3%	62.3%	69.5%	46.7%	87.5%	78.1%	80.3%	73.7%	52.8%	36.3%	
	No	35.3%	35.8%	30.5%	53.3%	12.5%	20.3%	18.3%	25.3%	47.2%	60.0%	100.0%
	Not sure	1.5%	1.9%				1.6%	1.4%	1.1%		3.8%	
Q17f. Buy lottery tickets in any private business?	Yes	45.0%	45.9%	42.4%	33.3%	50.0%	50.0%	57.7%	47.4%	41.6%	31.3%	
	No	51.3%	49.7%	55.9%	66.7%	50.0%	46.9%	40.8%	46.3%	55.1%	65.0%	100.0%
	Not sure	3.8%	4.4%	1.7%			3.1%	1.4%	6.3%	3.4%	3.8%	
Total Responses		400	318	59	15	8	64	71	95	89	80	1

Includes all respondents

Q18: By Voting Intention & How Recently Gambled

		Total	Q4. How likely are you to vote in the November election?				Q5. How recently have you wagered money on games of chance?					
			Definitely vote	Possibly vote	Will not vote	Not sure	Past week	Past month	Past year	More than a year	Never	Not sure
Q18. If ND participated in multi-state lottery like Powerball, how often would you buy lottery tickets?	1+ per week	29.8%	29.9%	28.8%	33.3%	25.0%	57.8%	50.7%	28.4%	13.5%	8.8%	
	1+ per month	26.8%	27.7%	20.3%	33.3%	25.0%	26.6%	35.2%	31.6%	28.1%	12.5%	
	1+ per year	12.8%	12.6%	16.9%		12.5%	7.8%	4.2%	24.2%	14.6%	7.5%	100.0%
	< 1 per year	5.0%	4.1%	8.5%	13.3%			7.0%	4.2%	9.0%	3.8%	
	Never	25.0%	24.8%	25.4%	20.0%	37.5%	6.3%	2.8%	11.6%	32.6%	67.5%	
	Not sure	.8%	.9%				1.6%			2.2%		
Total Responses		400	318	59	15	8	64	71	95	89	80	1

Includes all respondents

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Q19-20: By Voting Intention & How Recently Gambled

		Total	Q4. How likely are you to vote in the November election?				Q5. How recently have you wagered money on games of chance?					
			Definitely vote	Possibly vote	Will not vote	Not sure	Past week	Past month	Past year	More than a year	Never	Not sure
Q19. Many NDans play out-of-state slot machines, play out-of-state video poker machines, or buy out-of-state lottery tickets?	Strongly agree	61.8%	65.1%	50.8%	40.0%	50.0%	68.8%	67.6%	68.4%	65.2%	40.0%	
	Slightly agree	20.0%	17.0%	30.5%	33.3%	37.5%	21.9%	21.1%	22.1%	12.4%	22.5%	100.0%
	No reaction	3.3%	3.8%	1.7%				1.4%	5.3%	3.4%	5.0%	
	Slightly disagree	5.8%	4.7%	10.2%	13.3%		3.1%	5.6%	2.1%	6.7%	11.3%	
	Strongly disagree	5.0%	5.3%	3.4%	6.7%		1.6%	2.8%	2.1%	6.7%	11.3%	
	Not sure	4.3%	4.1%	3.4%	6.7%	12.5%	4.7%	1.4%		5.6%	10.0%	
Q20. Our state and residents would benefit if the money that NDans spend playing out-of-state lottery machines	Strongly agree	61.5%	62.6%	54.2%	73.3%	50.0%	79.7%	69.0%	72.6%	53.9%	36.3%	
	Slightly agree	16.5%	14.8%	23.7%	20.0%	25.0%	12.5%	15.5%	15.8%	19.1%	17.5%	100.0%
	No reaction	2.0%	1.9%	3.4%			1.6%	1.4%	4.2%		2.5%	
	Slightly disagree	4.3%	4.1%	5.1%		12.5%	1.6%	5.6%	3.2%	4.5%	6.3%	
	Strongly disagree	11.3%	11.9%	10.2%	6.7%		3.1%	5.6%	3.2%	15.7%	27.5%	
Not sure	4.5%	4.7%	3.4%		12.5%	1.6%	2.8%	1.1%	6.7%	10.0%		
Total Responses		400	318	59	15	8	64	71	95	89	80	1

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*10/16/03*  
Date

Q21-24: By Voting Intention & How Recently Gambled

		Total	Q4. How likely are you to vote in the November election?				Q5. How recently have you wagered money on games of chance?					
			Definitely vote	Possibly vote	Will not vote	Not sure	Past week	Past month	Past year	More than a year	Never	Not sure
Q21. Reaction to allowing charitable gaming sites to operate slot machines, video poker, or other forms of electronic gaming?	Strongly favor	35.0%	34.9%	28.8%	53.3%	50.0%	53.1%	45.1%	41.1%	29.2%	11.3%	
	Slightly favor	21.5%	19.5%	33.9%	13.3%	25.0%	20.3%	26.8%	24.2%	21.3%	15.0%	
	No reaction	6.8%	7.5%	5.1%			1.6%	7.0%	7.4%	11.2%	5.0%	
	Slightly oppose	8.0%	7.9%	10.2%	6.7%		10.9%	5.6%	6.3%	7.9%	8.8%	100.0%
	Strongly oppose	25.3%	26.7%	16.9%	26.7%	25.0%	10.9%	12.7%	17.9%	27.0%	55.0%	
	Not sure	3.5%	3.5%	5.1%			3.1%	2.8%	3.2%	3.4%	5.0%	
Q22. Reaction to allowing charitable organizations to operate casinos that provide all of the games currently offered at Q23.	Strongly favor	37.3%	37.1%	24.2%	73.3%	12.5%	43.8%	50.7%	43.2%	31.5%	20.0%	
	Slightly favor	17.8%	18.2%	18.6%	6.7%	12.5%	23.4%	25.4%	15.8%	20.2%	5.0%	100.0%
	No reaction	6.0%	6.3%	5.1%		12.5%	6.3%	2.8%	7.4%	6.7%	6.3%	
	Slightly oppose	8.5%	7.2%	15.3%	6.7%	12.5%	6.3%	5.6%	8.4%	10.1%	11.3%	
	Strongly oppose	26.8%	27.7%	23.7%	13.3%	37.5%	18.8%	12.7%	21.1%	27.0%	52.5%	
	Not sure	3.8%	3.5%	5.1%		12.5%	1.6%	2.8%	4.2%	4.5%	5.0%	
Q23. Reaction to the state operating casinos that provide all of the games currently offered at Q24.	Strongly favor	36.3%	36.5%	28.8%	60.0%	37.5%	46.9%	54.9%	36.8%	29.2%	18.8%	
	Slightly favor	15.8%	15.4%	18.6%	13.3%	12.5%	18.8%	14.1%	18.9%	20.2%	6.3%	
	No reaction	5.8%	5.3%	6.8%		25.0%	3.1%	4.2%	8.4%	5.6%	6.3%	
	Slightly oppose	9.8%	8.2%	22.0%			7.8%	9.9%	7.4%	11.2%	12.5%	
	Strongly oppose	29.0%	31.1%	18.6%	26.7%	25.0%	20.3%	14.1%	24.2%	29.2%	53.8%	100.0%
	Not sure	3.5%	3.5%	5.1%			3.1%	2.8%	4.2%	4.5%	2.5%	
Q24. Reaction to private businesses operating casinos that provide all of the games currently offered at Q23.	Strongly favor	17.3%	17.9%	10.2%	33.3%	12.5%	20.3%	22.5%	18.9%	14.6%	11.3%	
	Slightly favor	8.3%	8.8%	6.8%	6.7%		10.9%	11.3%	8.4%	6.7%	5.0%	
	No reaction	6.0%	6.0%	6.8%		12.5%	7.8%	2.8%	9.5%	4.5%	5.0%	
	Slightly oppose	17.5%	14.8%	28.8%	33.3%	12.5%	12.5%	25.4%	16.8%	19.1%	13.8%	
	Strongly oppose	46.8%	48.4%	42.4%	26.7%	50.0%	43.8%	35.2%	40.0%	51.7%	61.3%	100.0%
	Not sure	4.3%	4.1%	5.1%		12.5%	4.7%	2.8%	6.3%	3.4%	3.8%	
Total Responses		400	318	59	15	8	64	71	95	89	80	1

Includes all respondents

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Operator's Signature

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Date

Q25-26: By Voting Intention & How Recently Gambled

	Total	Q4. How likely are you to vote in the November election?				Q5. How recently have you wagered money on games of chance?						
		Definitely vote	Probably vote	Will not vote	Not sure	Past week	Past month	Past year	More than a year	Never	Not sure	
Q25. If laws changed, who would you most prefer to have operate and benefit from expanded gaming?	Charities	37.8%	38.7%	33.9%	40.0%	25.0%	39.1%	31.0%	43.2%	36.0%	38.8%	
	State gov't	42.5%	42.8%	45.8%	26.7%	37.5%	42.2%	56.3%	47.4%	39.3%	27.5%	100.0%
	Private business	4.8%	4.1%	5.1%	20.0%		7.8%	5.6%	2.1%	7.9%	1.3%	
	Native Americans	3.5%	3.8%	1.7%	6.7%		6.3%	2.8%		2.2%	7.5%	
	Not sure	11.5%	10.7%	13.6%	6.7%	37.5%	4.7%	4.2%	7.4%	14.6%	25.0%	
Q26. If laws changed, who would you least prefer to have operate and benefit from the expanded gaming?	Charities	3.0%	2.8%	3.4%		12.5%	4.7%	2.8%	2.1%	4.5%	1.3%	
	State gov't	12.0%	12.6%	10.2%	6.7%	12.5%	18.8%	8.5%	10.5%	10.1%	13.8%	
	Private business	37.3%	37.1%	42.4%	20.0%	37.5%	39.1%	36.6%	38.9%	41.6%	28.8%	100.0%
	Native Americans	30.3%	30.2%	23.7%	73.3%		25.0%	42.3%	34.7%	22.5%	27.5%	
	Not sure	17.5%	17.3%	20.3%		37.5%	12.5%	9.9%	13.7%	21.3%	28.8%	
Total Responses	400	318	59	15	8	64	71	95	89	80	1	

Includes all respondents

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*Julista Richard*  
Operator's Signature

10/16/03  
Date

Q27-30: By Voting Intention & How Recently Gambled

		Total	Q4. How likely are you to vote in the November election?				Q5. How recently have you wagered money on games of chance?					
			Definitely vote	Possibly vote	Probably not vote	Not sure	Past week	Past month	Past year	More than a year	Never	Not sure
Q27. How likely to support expanded gaming if it created new jobs?	Much more likely	51.3%	51.3%	42.4%	73.3%	75.0%	68.8%	64.8%	65.3%	41.6%	20.0%	
	Somewhat more likely	19.5%	18.2%	32.2%	6.7%		17.2%	21.1%	17.9%	22.5%	17.5%	100.0%
	No impact	7.0%	7.2%	6.8%	6.7%		3.1%	4.2%	7.4%	6.7%	12.5%	
	Somewhat less likely	4.8%	5.0%	5.1%			4.7%	4.2%	2.1%	3.4%	10.0%	
	Much less likely	16.8%	17.9%	10.2%	13.3%	25.0%	4.7%	5.6%	7.4%	24.7%	38.8%	
	Not sure	.8%	.3%	3.4%			1.6%			1.1%	1.3%	
Q28. How likely to support expanded gaming if it provided funding for services that would be cut due to shortfall?	Much more likely	50.8%	50.9%	44.1%	66.7%	62.5%	56.3%	71.8%	62.1%	42.7%	22.5%	100.0%
	Somewhat more likely	18.3%	15.7%	35.6%	13.3%		15.6%	11.3%	23.2%	21.3%	17.5%	
	No impact	6.8%	7.2%	3.4%	6.7%	12.5%	6.3%	4.2%	3.2%	5.6%	15.0%	
	Somewhat less likely	4.8%	5.3%	3.4%			3.1%	4.2%	3.2%	4.5%	8.8%	
	Much less likely	16.3%	17.6%	10.2%	13.3%	12.5%	9.4%	8.5%	6.3%	23.6%	32.5%	
	Not sure	3.3%	3.1%	3.4%		12.5%	9.4%		2.1%	2.2%	3.8%	
Q29. How likely to support expanded gaming if it stimulated tourism and tourism-related economic development?	Much more likely	47.3%	48.1%	42.4%	46.7%	50.0%	60.9%	56.3%	54.7%	46.1%	21.3%	
	Somewhat more likely	21.8%	19.8%	33.9%	20.0%	12.5%	21.9%	19.7%	29.5%	18.0%	17.5%	100.0%
	No impact	7.5%	8.2%	3.4%		25.0%	4.7%	8.5%	6.3%	4.5%	13.8%	
	Somewhat less likely	5.5%	5.0%	8.5%	6.7%		1.6%	5.6%	7.0%	6.7%	10.0%	
	Much less likely	16.0%	17.0%	8.5%	26.7%	12.5%	9.4%	8.5%	6.3%	20.2%	35.0%	
	Not sure	2.0%	1.9%	3.4%			1.6%	1.4%		4.5%	2.5%	
Q30. How likely to support expanded gaming if it kept money in ND currently spend out-of-state?	Much more likely	61.0%	61.3%	54.2%	73.3%	75.0%	73.4%	80.3%	69.5%	56.2%	30.0%	
	Somewhat more likely	16.3%	15.1%	25.4%	13.3%		15.6%	11.3%	23.2%	13.5%	15.0%	100.0%
	No impact	4.8%	5.0%	3.4%		12.5%	4.7%	1.4%	1.1%	4.5%	12.5%	
	Somewhat less likely	4.5%	3.8%	10.2%			1.6%	4.2%	2.1%	9.0%	5.0%	
	Much less likely	12.3%	13.2%	5.8%	13.3%	12.5%	3.1%	2.8%	3.2%	16.9%	33.8%	
	Not sure	1.3%	1.6%				1.6%			1.1%	3.8%	
Total Responses		400	318	59	15	8	64	71	95	89	80	1

Includes all respondents

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*To Costa Richardson*  
Operator's Signature

*10/10/03*  
Date

Q31-34: By Voting Intention & How Recently Gambled

		Total	Q4. How likely are you to vote in the November election?				Q5. How recently have you wagered money on games of chance?					
			Definitely vote	Possibly vote	Will not vote	Not sure	Past week	Past month	Past year	More than a year	Never	Not sure
Q31. How likely to support expanded gaming if portion went to charities?	Much more likely	48.8%	49.7%	44.1%	46.7%	50.0%	62.5%	50.7%	57.9%	51.7%	22.5%	
	Somewhat more likely	24.3%	23.0%	35.6%	20.0%		20.3%	31.0%	34.7%	14.6%	18.8%	100.0%
	No impact	5.8%	5.3%	6.8%	6.7%	12.5%	4.7%	4.2%	1.1%	5.6%	13.8%	
	Somewhat less likely	3.5%	3.1%	3.4%	6.7%			2.8%	2.1%	4.5%	7.5%	
	Much less likely	15.3%	16.0%	8.5%	13.3%	37.5%	10.9%	11.3%	3.2%	19.1%	32.5%	
	Not sure	2.5%	2.5%	1.7%	6.7%		1.6%		1.1%	4.5%	5.0%	
Q32. How likely to support expanded gaming if portion used for public schools?	Much more likely	58.3%	58.2%	57.6%	60.0%	62.5%	70.3%	66.2%	70.5%	53.9%	31.3%	100.0%
	Somewhat more likely	17.8%	15.7%	28.8%	26.7%		17.2%	19.7%	23.2%	14.6%	13.8%	
	No impact	4.3%	4.7%	1.7%		12.5%	1.6%	4.2%		4.5%	11.3%	
	Somewhat less likely	3.0%	3.5%	1.7%				2.8%	3.2%	3.4%	5.0%	
	Much less likely	14.8%	15.7%	8.5%	13.3%	25.0%	9.4%	4.2%	2.1%	21.3%	36.3%	
	Not sure	2.0%	2.2%	1.7%			1.6%	2.8%	1.1%	2.2%	2.5%	
Q33. How likely to support expanded gaming if portion used for services for senior citizens?	Much more likely	50.3%	50.0%	54.2%	33.3%	62.5%	60.9%	56.3%	60.0%	51.7%	23.8%	
	Somewhat more likely	23.3%	21.4%	33.9%	33.3%		21.9%	28.2%	28.4%	16.9%	21.3%	
	No impact	5.8%	6.0%	3.4%	6.7%	12.5%	4.7%	4.2%	3.2%	4.5%	11.3%	100.0%
	Somewhat less likely	4.0%	4.4%	1.7%	6.7%			2.8%	2.1%	9.0%	5.0%	
	Much less likely	15.3%	16.4%	6.8%	20.0%	25.0%	10.9%	7.0%	4.2%	18.0%	36.3%	
	Not sure	1.5%	1.9%				1.6%	1.4%	2.1%		2.5%	
Q34. How likely to support expanded gaming if portion used for more gambling addiction treatment?	Much more likely	38.3%	40.3%	35.6%	13.3%	25.0%	45.3%	53.5%	46.3%	28.1%	21.3%	
	Somewhat more likely	25.3%	23.0%	37.3%	20.0%	37.5%	28.1%	23.9%	30.5%	24.7%	18.8%	
	No impact	7.0%	7.5%	1.7%	6.7%	25.0%	1.6%	7.0%	5.3%	6.7%	13.8%	
	Somewhat less likely	8.3%	7.2%	13.6%	13.3%		7.8%	8.5%	7.4%	10.1%	6.3%	100.0%
	Much less likely	18.0%	18.2%	10.2%	46.7%	17.5%	14.1%	7.0%	9.5%	22.5%	36.3%	
	Not sure	3.3%	3.8%	1.7%			3.1%		1.1%	7.9%	3.8%	
Total Responses		400	318	59	15	8	64	71	95	89	80	1

Includes all respondents

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*Jo Costa Rickford* 10/16/03  
Operator's Signature Date

Q35: By Voting Intention & How Recently Gambled

	Total	Q4. How likely are you to vote in the November election?				Q5. How recently have you wagered money on games of chance?						
		Definitely vote	Possibly vote	Will not vote	Not sure	Past week	Past month	Past year	More than a year	Never	Not sure	
Q35. Reasons why some NDans may favor increasing revenue that charities receive by expanding charitable gaming?												
Worthy cause	3.8%	3.8%	3.4%	6.7%		3.1%	4.2%	5.3%	3.4%	2.5%		
\$ for charities, hard to raise funds	20.8%	20.1%	22.0%	26.7%	25.0%	28.1%	21.1%	16.8%	19.1%	21.3%		
Helps people, needs increasing	4.5%	4.4%	5.1%	6.7%		6.3%	4.2%	5.3%	4.5%	2.5%		
Helps education	3.3%	2.8%	5.1%	6.7%		3.1%	4.2%	2.1%	3.4%	2.5%	100.0%	
Helps fund gov't programs, reduces cuts	1.0%	1.3%				1.6%	1.4%	1.1%	1.1%			
Can accept gambling if for charity	.5%	.6%				1.6%		1.1%				
Keep \$ in state	14.3%	16.0%	8.5%		12.5%	21.9%	11.3%	15.8%	15.7%	7.5%		
Like gambling, enjoyable entertainment	8.3%	7.2%	13.6%	13.3%		6.3%	8.5%	9.5%	12.4%	3.8%		
Neighboring states have it	.8%	.9%					1.4%		1.1%	1.3%		
Help economy, create jobs	3.8%	4.1%	3.4%			6.3%	4.2%	2.1%	3.4%	3.8%		
\$ for state, economy, budget shortfalls	6.8%	7.5%	5.1%			4.7%	4.2%	10.5%	6.7%	6.3%		
Keep taxes down, from increasing	3.5%	3.8%	1.7%	6.7%		4.7%	2.8%	1.1%	3.4%	6.3%		
Step toward lottery, more casinos	.3%	.3%								1.3%		
Help more than Native Americans	2.0%	2.2%		6.7%		4.7%	1.4%	3.2%	1.1%			
Creed	.8%	.9%							1.1%	2.5%		
Misc. other	2.5%	2.8%		6.7%		1.6%	1.4%	3.2%	1.1%	5.0%		
Not sure	36.3%	34.6%	42.4%	33.3%	62.5%	32.8%	38.0%	35.8%	31.5%	43.8%		
No 2nd response	89.0%	88.1%	93.2%	86.7%	100.0%	79.7%	93.0%	88.4%	92.1%	90.0%	100.0%	
No 3rd response	98.3%	98.4%	96.6%	100.0%	100.0%	93.8%	98.6%	98.9%	98.9%	100.0%	100.0%	
Total Responses	400	318	59	15	8	64	71	95	89	80	1	

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Yolanda Rickford 10/16/03  
Operator's Signature Date

Q36: By Voting Intention & How Recently Gambled

	Total	Q4. How likely are you to vote in the November election?				Q5. How recently have you wagered money on games of chance?						
		Definitely vote	Possibly vote	Will not vote	Not sure	Past week	Past month	Past year	More than a year	Never	Not sure	
Q36. Reasons why some NDAs may oppose increasing revenue that charities receive by expanding charitable gaming?												
Moral reasons	12.3%	12.3%	8.5%	26.7%	12.5%	7.8%	14.1%	12.6%	13.5%	12.5%		
Oppose gambling in general	11.5%	13.2%	5.1%	6.7%		18.8%	7.0%	12.6%	7.9%	12.5%		
Addiction, gambling problems	22.8%	32.1%	23.7%	6.7%	25.0%	23.4%	26.8%	32.6%	33.7%	30.0%		
Other problems related to gambling in general	1.5%	1.6%	1.7%			1.6%	1.4%	1.1%	1.1%	2.5%		
Easy to gamble, increase gambling	3.0%	2.5%	5.1%	6.7%		4.7%	2.8%		3.4%	5.0%		
Money root of evil, greed, cheating, crime	3.3%	3.5%	3.4%			3.1%	1.4%	2.1%	4.5%	5.0%		
Conservative, resist change	7.8%	8.5%	3.4%	6.7%	12.5%	9.4%	7.0%	8.4%	9.0%	5.0%		
Problems affect poor the most	6.8%	6.9%	6.8%		12.5%	3.1%	9.9%	6.3%	7.9%	6.3%		
Waste of time, money	1.3%	1.3%			12.5%		1.4%		1.1%	3.8%		
Fear \$ won't be spent wisely, give them too much money	5.0%	5.3%	5.1%			9.4%	8.5%	1.1%	2.2%	6.3%		
Cost will exceed benefits, no real benefits	1.6%	1.9%	1.7%				1.4%		1.1%	6.3%		
\$ go to charity versus other needs, better uses	1.0%	.3%	3.4%	6.7%			1.4%	1.1%		2.5%		
Depends on where \$ goes	.8%	.9%							2.2%	1.3%		
Have enough gambling	2.0%	1.9%	3.4%				2.8%	4.2%	1.1%	1.3%		
Won't help economy, \$ will go out-of-state	1.0%	.9%	1.7%				2.8%		1.1%	1.3%		
Takes \$ from Native Americans	1.3%	1.3%	1.7%			3.1%	2.8%	1.1%				
Don't win, games not fair	.8%	.6%	1.7%			1.6%	1.4%		1.1%			
Better ways to raise \$	1.3%	1.6%					1.4%	1.1%	2.2%	1.3%		
Misc. other	2.8%	2.2%	6.8%			4.7%	2.8%	3.2%	2.2%	1.3%		
Not sure	23.8%	22.6%	25.4%	40.0%	25.0%	25.0%	21.1%	25.3%	25.8%	20.0%	100.0%	
No 2nd response	84.3%	81.4%	93.2%	100.0%	100.0%	87.5%	84.5%	88.4%	82.0%	78.8%	100.0%	
No 3rd response	97.5%	97.2%	98.3%	100.0%	100.0%	96.9%	97.2%	98.9%	96.6%	97.5%	100.0%	
Total Responses	400	318	59	15	8	64	71	95	89	80	1	

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*Richard Costa*  
Operator's Signature

10/6/03  
Date

Q37-40: By Voting Intention & How Recently Gambled

		Total	Q4. How likely are you to vote in the November election?				Q5. How recently have you wagered money on games of chance?					
			Definitely vote	Probably vote	Will not vote	Not sure	Past week	Past month	Past year	More than a year	Never	Not sure
Q37. How likely to vote for candidate who supports charitable gaming sites operating electronic gaming?	Much more likely	29.3%	29.9%	23.7%	40.0%	25.0%	50.0%	36.6%	31.6%	21.3%	12.5%	
	Somewhat more likely	19.0%	17.6%	22.0%	26.7%	37.5%	15.6%	25.4%	21.1%	19.1%	13.8%	
	No impact	22.0%	22.0%	25.4%	13.3%	12.5%	15.6%	22.5%	30.5%	25.8%	12.5%	
	Somewhat less likely	6.0%	5.3%	11.9%			4.7%	1.4%	6.3%	5.6%	10.0%	100.0%
	Much less likely	19.5%	21.1%	10.2%	20.0%	25.0%	9.4%	11.3%	7.4%	21.3%	47.5%	
	Not sure	4.3%	4.1%	6.8%			4.7%	2.8%	3.2%	6.7%	3.8%	
Q38. How likely to vote for candidate who supports a multi-state lottery?	Much more likely	41.3%	42.5%	32.2%	53.3%	37.5%	62.5%	52.1%	43.2%	33.7%	21.3%	
	Somewhat more likely	17.5%	17.0%	16.9%	20.0%	37.5%	15.6%	22.5%	17.9%	18.0%	13.8%	
	No impact	17.5%	17.6%	23.7%			10.9%	15.5%	25.3%	19.1%	13.8%	
	Somewhat less likely	4.8%	3.1%	13.6%	6.7%		1.6%	1.4%	4.2%	6.7%	7.3%	100.0%
	Much less likely	15.5%	16.4%	8.5%	20.0%	25.0%	4.7%	7.0%	7.4%	18.0%	38.8%	
	Not sure	3.5%	3.5%	5.1%			4.7%	1.4%	2.1%	4.5%	5.0%	
Q39. How likely to vote for candidate who supports allowing charitable gaming sites to offer more casino games?	Much more likely	26.0%	25.2%	22.0%	53.3%	37.5%	39.1%	35.2%	24.2%	24.7%	11.3%	
	Somewhat more likely	17.3%	17.9%	16.9%	6.7%	12.5%	20.3%	19.7%	20.0%	16.9%	10.0%	
	No impact	20.5%	19.5%	27.1%	20.0%	12.5%	14.1%	18.3%	30.5%	21.3%	15.0%	
	Somewhat less likely	10.3%	8.8%	20.3%	6.7%		6.3%	11.3%	6.3%	9.0%	17.5%	100.0%
	Much less likely	22.3%	24.8%	8.5%	13.3%	37.5%	17.2%	14.1%	14.7%	22.5%	42.5%	
	Not sure	3.8%	3.8%	5.1%			3.1%	1.4%	4.2%	5.6%	3.8%	
Q40. How likely to vote for candidate who supports allowing charitable gaming sites to offer all casino games?	Much more likely	26.8%	26.4%	22.0%	53.3%	25.0%	37.5%	35.2%	25.3%	27.0%	12.5%	
	Somewhat more likely	16.5%	16.7%	18.6%		25.0%	14.1%	25.4%	17.9%	18.0%	7.5%	
	No impact	19.5%	19.2%	23.7%	13.3%	12.5%	12.5%	15.5%	30.5%	19.1%	16.3%	
	Somewhat less likely	8.5%	6.6%	16.9%	20.0%		9.4%	9.9%	5.3%	3.4%	15.0%	100.0%
	Much less likely	24.5%	27.4%	10.2%	13.3%	37.5%	21.9%	12.7%	17.9%	24.7%	45.0%	
	Not sure	4.3%	3.8%	8.5%			4.7%	1.4%	3.2%	7.9%	3.8%	
Total Responses		400	318	59	15	8	64	71	95	89	80	1

Includes all respondents

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*Valosta Richardson*  
Operator's Signature

10/16/03  
Date

Q41-44: By Voting Intention & How Recently Gambled

	Total	Q4. How likely are you to vote in the November election?				Q5. How recently have you wagered money on games of chance?						
		Definitely vote	Possibly vote	Will not vote	Not sure	Past week	Past month	Past year	More than a year	Never	Not sure	
Q41. How did you vote on previous measures to allow a lottery in ND?	Always voted in favor of	40.5%	43.7%	25.4%	33.3%	37.5%	56.3%	59.2%	40.0%	36.0%	17.5%	
	Usually voted in favor of	7.3%	7.9%	5.1%	6.7%		9.4%	5.6%	8.4%	10.1%	2.5%	
	Equally both ways	.8%	.6%	1.7%			1.6%		2.1%			
	Usually voted against	5.5%	6.0%	5.1%			4.7%	4.2%	5.3%	7.9%	5.0%	
	Always voted against	20.5%	22.6%	13.6%	13.3%		4.7%	9.9%	11.6%	22.5%	50.0%	100.0%
	Never voted	16.8%	11.0%	35.6%	46.7%	50.0%	13.6%	15.5%	20.0%	14.6%	17.5%	
	Not sure	8.8%	8.2%	13.6%		12.5%	7.8%	5.6%	12.6%	9.0%	7.5%	
Q42. If the election were held today, how would you vote on measure to participate in a multi-state lottery?	Definitely vote for	55.3%	58.5%	39.0%	53.3%	50.0%	75.0%	69.0%	63.2%	47.2%	27.5%	
	Possibly vote for	14.5%	11.0%	32.2%	20.0%	12.5%	15.6%	14.1%	17.9%	14.6%	10.0%	
	Possibly vote against	3.5%	4.4%				1.6%	1.4%	4.2%	5.6%	2.5%	100.0%
	Definitely vote against	21.8%	22.6%	18.6%	20.0%	12.5%	4.7%	14.1%	10.5%	24.7%	52.5%	
	No opinion	2.0%	.9%	5.1%	6.7%	12.5%			2.1%	1.1%	6.3%	
	Not sure	3.0%	2.5%	5.1%		12.5%	3.1%	1.4%	2.1%	6.7%	1.3%	
Q43. If asked to vote on measure that allowed charitable gaming sites to offer more casino games, how would you vote?	Definitely vote for	37.0%	38.1%	30.5%	46.7%	25.0%	48.4%	47.9%	40.0%	37.1%	15.0%	
	Possibly vote for	15.0%	13.8%	20.3%	13.3%	25.0%	21.9%	14.1%	15.8%	13.5%	11.3%	
	Possibly vote against	7.8%	7.2%	13.6%			3.1%	8.5%	13.7%	4.5%	7.5%	
	Definitely vote against	28.3%	30.2%	18.6%	26.7%	25.0%	17.2%	22.5%	20.0%	25.8%	53.8%	100.0%
	No opinion	5.3%	4.4%	6.8%	6.7%	25.0%	3.1%	4.2%	4.2%	5.6%	8.8%	
	Not sure	6.8%	6.3%	10.2%	6.7%		6.3%	2.8%	6.3%	13.5%	3.8%	
Q44. If asked to vote on measure that allowed charitable gaming sites to offer all casino games, how would you vote?	Definitely vote for	36.3%	36.2%	33.9%	46.7%	37.5%	42.2%	56.3%	34.7%	37.1%	15.0%	
	Possibly vote for	14.0%	12.9%	20.3%	13.3%	12.5%	21.9%	11.3%	17.9%	12.4%	7.5%	
	Possibly vote against	6.3%	6.9%	5.1%			3.1%	1.4%	11.6%	5.6%	7.5%	
	Definitely vote against	32.5%	34.0%	27.1%	26.7%	25.0%	21.9%	26.8%	28.4%	25.8%	57.5%	100.0%
	No opinion	3.8%	3.1%	5.1%	6.7%	12.5%	3.1%	1.4%	1.1%	5.6%	7.5%	
	Not sure	7.3%	6.9%	8.5%	6.7%	12.5%	7.8%	2.8%	6.3%	13.5%	5.0%	
Total Responses	400	318	59	15	8	64	71	95	89	80	1	

Includes all respondents

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*La Costa Rickford*  
Operator's Signature

10/16/03  
Date

Demographics: By Voting Intention & How Recently Gambled

	Total	Q4. How likely are you to vote in the November election?				Q5. How recently have you wagered money on games of chance?						
		Definitely vote	Possibly vote	Will not vote	Not sure	Past week	Past month	Past year	More than a year	Never	Not sure	
Q3. Region of residence?	Williston area	4.3%	4.7%	3.1%		1.6%	4.2%	2.1%	7.9%	5.0%		
	Minot area	13.8%	13.8%	15.3%	6.7%	12.5%	12.5%	19.7%	14.7%	11.2%	11.3%	
	Devils Lake area	6.3%	6.3%	6.8%	6.7%		4.7%	5.6%	6.3%	7.9%	6.3%	
	Grand Forks area	14.3%	14.5%	15.3%		25.0%	21.9%	11.3%	11.6%	14.6%	12.5%	100.0%
	Fargo area	25.8%	25.2%	25.4%	33.3%	37.5%	29.7%	23.9%	25.3%	23.6%	27.5%	
	Jamestown area	9.8%	10.7%	6.8%	6.7%		6.3%	7.0%	11.6%	10.1%	12.5%	
	Bismarck area	20.0%	18.9%	22.0%	40.0%	12.5%	17.2%	19.7%	23.2%	18.0%	21.3%	
Dickinson area	6.0%	6.0%	5.1%	6.7%	12.5%	6.3%	8.5%	5.3%	6.7%	3.8%		
Q1. Gender?	Male	49.0%	49.4%	50.8%	46.7%	25.0%	37.5%	54.5%	55.8%	52.8%	41.3%	
	Female	51.0%	50.6%	49.2%	53.3%	75.0%	62.5%	45.1%	44.2%	47.2%	58.8%	100.0%
Q45. Age?	21-24	2.3%	.9%	8.5%	6.7%		3.1%	2.8%	3.2%	1.1%	1.3%	
	25-34	10.5%	8.2%	13.6%	26.7%	50.0%	7.8%	11.3%	13.7%	12.4%	6.3%	
	35-44	18.5%	18.6%	16.9%	33.3%		15.6%	21.1%	17.9%	16.9%	20.0%	100.0%
	45-54	22.5%	23.0%	20.3%	26.7%	12.5%	23.4%	23.9%	25.3%	22.5%	17.5%	
	55-64	19.8%	21.1%	18.6%		12.5%	31.3%	12.7%	21.1%	19.1%	16.3%	
	65+	26.0%	28.0%	22.0%	6.7%	12.5%	18.8%	28.2%	17.9%	28.1%	37.5%	
	Choose not to answer	.5%	.3%			12.5%			1.1%		1.3%	
Q46. Where do you live?	City	62.8%	61.9%	67.8%	53.3%	75.0%	56.3%	73.2%	63.2%	61.8%	58.8%	100.0%
	Medium town	9.5%	10.1%	6.8%	13.3%		17.2%	1.4%	7.4%	12.4%	10.0%	
	Small town	12.8%	12.6%	8.5%	33.3%	12.5%	15.6%	14.1%	7.4%	13.5%	15.0%	
	Farm or ranch	14.8%	15.1%	16.9%		12.5%	10.5%	11.3%	21.1%	12.4%	16.3%	
	Not sure	.3%	.3%						1.1%			
Q47. Household's gross or total income before taxes for the year 2001?	<\$20K	7.5%	7.2%	11.9%			6.3%	5.6%	4.2%	5.6%	16.3%	
	\$20K-\$34K	20.3%	19.2%	22.0%	40.0%	12.5%	18.8%	16.9%	16.8%	24.7%	23.8%	
	\$35K-\$49K	18.5%	17.3%	22.0%	20.0%	37.5%	21.9%	25.4%	21.1%	15.7%	10.0%	
	\$50K-\$74K	13.3%	13.2%	13.6%	20.0%		15.6%	11.3%	11.6%	15.7%	11.3%	100.0%
	\$75K+	14.0%	15.1%	11.9%		12.5%	17.2%	18.3%	17.9%	7.9%	10.0%	
	Choose not to answer	26.5%	28.0%	18.6%	20.0%	37.5%	20.3%	22.5%	28.4%	30.3%	28.8%	
Total Responses		400	318	59	15	8	64	71	95	89	80	1

Includes all respondents

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Colista Richardson 10/6/03  
Operator's Signature Date