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The _____ MICHIGAN GAMING _____ Newsletter



MYOHIONOW SUBMITS BALLOT PROPOSAL SIGNATURES

On Tuesday, the organization MyOhioNow.com LLC (MyOhioNow) submitted an estimated 800,000 signatures to Ohio Secretary of State Jennifer Brunner in an effort to get a voter initiative placed on the November 4, 2008 Ohio ballot which, if passed, would amend the state constitution to permit a casino to be built in Clinton County, Ohio. Developers describe the proposed single casino site as centrally located between the cities of Columbus, Cincinnati and Dayton, and that it would be a \$600 million capital investment.

According to MyOhioNow, “[t]his has been an exciting opportunity to reach out to Ohio voters in all 88 counties. The response has been overwhelmingly favorable. We are very appreciative of the effort of hundreds of Ohioans who have helped us in this effort to place the issue on the November 4th ballot. Ohioans are excited for this positive economic news. The prospect of up to 5,000 new jobs is a bright spot in a year in which we have faced so much financial adversity and challenges.”

Prior attempts to amend Ohio’s constitution to permit state regulated, taxed and policed casino gaming have failed to obtain the necessary support during state-wide votes held in 1990, 1996 and more recently in 2006.

Proponents of the casino plan believe that the current proposal has some defining characteristics which set this initiative apart from the unsuccessful prior attempts. These include the implementation of the “single-site casino,” as well as equal sharing of tax revenues across all of Ohio’s 88 counties.

Phase one of the proposed project would be a 2,000,000 square foot development, including 180,000-220,000 square feet of gaming space. Plans

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also call for an estimated 1,500 room suite-style luxury hotel, a 3,000 car parking garage, a large conference center, eight restaurants, a 12,000 square foot children's arcade, a championship golf course and a shooting sports course. The proposed gaming facility will contain 4,000 to 5,000 slot machines, a poker room with an estimated 20 poker tables, and an estimated 100 table games which would include craps and roulette.

Notably, on Tuesday, the Ohio Lottery commenced the operation of "keno" style gaming across the state. According to the gaming informational website, Gamblingcompliance.com, "...one group of investors is hoping (keno) will foreshadow the approval of Ohio's first resort casino in a public referendum to be held in November." The new keno game is expected to generate revenue of \$392 million in its first year, of which \$73 million will be put towards public education.

According to MyOhioNow.com, the plan for a casino would create up to 5,000 permanent jobs and 3,000 construction jobs. In addition, the casino could generate an estimated \$200,000,000 annually in tax revenues that would be divided among the 88 Ohio counties on a per capita basis, allowing county officials to determine how the tax revenue will be spent.

AGA'S RESPONSIBLE GAMING EDUCATION WEEK

This year's theme for American Gaming Association's (AGA) 11th annual Responsible Gaming Education Week (RGEW) is "Let's Talk About Responsible Gaming." This year's RGEW began August 4 and continues through August 8.

This year's event encourages employees who work in the gaming industry to act as ambassadors by encouraging them to initiate conversations with individuals about responsible gaming at work, at home and in the community.

The AGA has partnered with the National Center for Responsible Gaming (NCRG) and almost 100 casinos across North America encouraging them to engage in a conversation about responsible

gaming.

"Responsible gaming is not just an issue for casinos, it's an issue for the whole community" said Frank Fahrenkopf, president and CEO of the AGA. "Encouraging industry employees to share their knowledge about this topic and the importance of making educated decisions about gambling is crucial, not just during Responsible Gaming Education Week, but throughout the year."

For over a decade, the AGA has held Responsible Gaming Education Week as a means to promote responsible gaming throughout the American gaming industry. This year, the RGEW will also debut a new brochure from the National Center for Responsible Gaming geared towards parents and teachers to further educate the youth about the possible dangers gaming may pose. The new brochure will be available soon for distributors with hopes of be included alongside the popular "House Advantage" and "Keeping it Fun" brochures.