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## LABOR MARKET EFFECTS OF GAMING IN MISSISSIPPI

by

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## LABOR MARKET EFFECTS OF GAMING IN MISSISSIPPI

The growth of the gaming industry in Mississippi since its inception in 1992 has been remarkable. This industry currently employs about 25,000 persons, and has contributed to both the total number of persons employed and to the total size of the labor force in the state. However, apart from a few occupations, wage levels in gaming counties and near-by areas do not appear to have increased significantly. This report examines the impact of gaming on the labor market in the state, both from the perspective of employment and of wages, drawing upon data provided by the Mississippi Employment Security Commission.

### Employment Trends and Gaming

County establishment-based employment covers those employees working at establishments in the county, whether they are residents of the county or not. County residence-based employment covers residents of that county who work, whether inside or out of the county. It is then to be expected that establishment-based employment in counties where gaming is a major employer would grow more rapidly than residence-based employment since workers commute from outside the county.

Not surprisingly, residence-based employment in every county where a casino had located by mid-1993 grew more rapidly between 1992 and 1993 than the average growth of employment in the state of 3.9 percent. (The rate of growth depends on both the 1992 county employment level and the number of jobs created between 1992 and 1993.) The highest rate of growth was in Tunica County, where employment of residents increased 30.4 percent, and the lowest was in Adams County, where residence-based employment grew 4.1 percent. Table 1 gives the 1992-93 numbers on residence-based employment for the state and several gaming-affected counties, that is, counties where casinos are located or neighboring counties from which significant numbers of workers are likely to be drawn, according to data on commuting patterns. Those counties with a casino in operation by February 1993 are indicated by an asterisk.

Table 2 shows the rate of increase from 1992 to 1993 in establishment-based employment by industry for the four counties which had operating casinos as of February 1993: Adams (Natchez), Hancock (Gulfport-Biloxi), Harrison (Gulfport-Biloxi), and Tunica (Tunica) Counties. For the state as a whole, establishment-based employment grew 3.9 percent, compared to 3.1 percent in Adams County, 15.2 percent in Hancock County, 8.6 percent in Harrison County and 65.6 percent in Tunica County. In the counties that had operating casinos as of February, 1993, only Adams County had establishment-based employment growth that

Table 1.  
**EMPLOYMENT AND LABOR FORCE DATA 1992 AND 1993**  
**GAMING-AFFECTED COUNTIES AND STATE**  
 (Thousands)

<u>County</u>	<u>Civilian Labor Force</u>		<u>Total Residence Employment</u>		<u>Unemployment Rate</u>	
	<u>1992</u>	<u>1993</u>	<u>1992</u>	<u>1993</u>	<u>1992</u>	<u>1993</u>
					<u>Percent Change 1992-93</u>	<u>Percent Change 1992-93</u>
<b>State Total</b>	<b>1,189.00</b>	<b>1,212.00</b>	<b>1,092.00</b>	<b>1,135.00</b>	<b>3.9</b>	<b>-22.0</b>
*Adams	14.65	15.00	13.45	14.00	4.1	-18.3
Claiborne	3.91	3.92	3.35	3.45	3.0	-16.1
DeSoto	38.48	38.52	36.24	36.90	1.8	-27.6
*Hancock	13.54	14.33	12.54	13.48	7.5	-20.3
*Harrison	74.90	78.51	69.51	74.74	7.5	-33.3
Hinds	126.34	130.31	118.47	123.54	4.3	-16.1
Jackson	58.22	61.60	54.20	58.27	7.5	-21.7
Pearl River	16.99	17.63	15.57	16.55	6.3	-27.4
Stone	5.03	5.11	4.55	4.71	3.5	-17.9
Tate	10.28	10.17	9.37	9.48	1.2	-23.6
*Tunica	3.13	3.88	2.70	3.52	30.4	-32.1
Warren <sup>1</sup>	22.83	23.57	20.72	21.83	5.4	-19.6
Washington	27.75	27.52	24.27	24.66	1.6	-16.8
Yazoo	9.59	9.85	8.62	8.98	4.2	-12.9

\* Counties with a casino in operation by February 1993.

<sup>1</sup> The first casino in Warren County (Vicksburg) went into operation in August 1993.

SOURCE: Mississippi Employment Security Commission, May 1994.

Table 2. PERCENTAGE INCREASE IN EMPLOYMENT BY INDUSTRY 1992-93, GAMING COUNTIES

	<u>Adams</u>	<u>Hancock</u>	<u>Harrison</u>	<u>Tunica</u>	<u>State</u>
	Percentage Increase <u>1992-93</u>	Percentage Increase <u>1992-93</u>	Percentage Increase <u>1992-93</u>	Percentage Increase <u>1992-93</u>	Percentage Increase <u>1992-93</u>
Establishment Based Employment	3.1	15.2	8.6	65.6	3.9
Manufacturing (Total)	1.2	-15.7	-8.0	11.5	1.0
Nonmanufacturing (Total)	3.5	19.4	10.6	87.8	5.0
Mining	3.3	xxx	25.0	xxx	0.0
Construction	-3.3	-8.8	26.3	50.0	11.3
Transportation & Public Utilities	-8.5	0.0	-3.2	0.0	1.6
Wholesale & Retail Trade	-5.6	17.3	3.5	-7.9	4.0
Fin., Ins., Real Estate	2.2	0.0	-1.8	14.3	0.5
Service & Miscellaneous	20.4	44.0	30.0	256.9	11.5
Government	0.9	0.3	2.1	0.0	1.1
Public Education	1.2	4.6	4.6	-3.7	1.6

Note: These four counties were the only counties with casinos in operation by February 1993.

SOURCE: Mississippi Employment Security Commission, "Annual Averages: Mississippi by Counties," April 1994.

was less than residence-based employment. Adams County's establishment-based employment actually grew less than the state average despite an increase of over 20 percent in service sector employment. One reason is that casino employment in this county is less than in the other casino counties. Another reason is that employment in major sectors such as wholesale and retail trade, transportation/public utilities, and construction declined.

While employment in gaming counties generally rose, led by large increases in the services and miscellaneous category, some sectors lost employment. Adams and Tunica Counties both suffered a decrease in total employment in wholesale and retail trade, while Adams and Hancock Counties saw declines in construction employment in 1993. Tunica County also had a drop in employment in public education. The decrease in employment in trade could be due to a diversion of expenditures to the casinos, but more information would be necessary to support this conclusion. Table 3 gives further detail on the distribution of new jobs in the service sector among the various gaming counties. Harrison County had the greatest number of new service sector jobs between 1991 and 1993, followed by Hancock and Tunica. Adams and Warren Counties, which had no casinos until 1993, accounted for a smaller number of these jobs.

The labor force also grew in gaming counties at a rate exceeding the state average. This is due to the entry into the labor force of county residents who had been discouraged from entering the labor force previously due to a lack of opportunities, and also to in-migration to these counties of persons seeking employment. The greatest rate of increase, 24.0 percent, was in Tunica County, while lowest among those counties with casinos was 2.3 percent in Adams County.

### **Wage Trends in the State and Gaming-Affected Counties**

The average annual wage in the state increased approximately 2.9 percent between 1992 and 1993, according to data from the U.S. Department of Commerce and the Mississippi Employment Security Commission (MESC). A similar figure, 2.8 percent, is found for the rate of wage increase between the second quarter of 1992 and the third quarter of 1993 for the state as a whole, according to a separate survey of the MESC. This survey also found that, for the same period, the rate of wage increase in gaming counties was above the state average, except in Hancock County where the average weekly wage fell by 3.4 percent. See Appendix.

The fall in the average weekly wage in Hancock County was caused by an increase in the relative number of hours worked in occupations with lower wages. In large part this was due to the decrease in the average weekly wage in the services sector while, at the same time, the share of services in employment increased from 47.7 percent to 56.7 percent. However, the average weekly wage in Hancock County remains higher than in nearby Harrison County.

Wage information available from the job openings listed with the MESC by employers in the Gulfport-Biloxi Metropolitan Statistical Area (MSA) is presented in Table 4. In half of some commonly listed occupations, the rate of increase in hourly wages was below that for the state as a whole. In other cases, a rate of wage increase in excess of the state average can clearly be linked to gaming: for example, the wages of carpenters rose 11.6 percent versus the state average of 1.6 percent; paperhangers/painters saw an increase of 13.4 percent in wages versus 5.3 percent for the state; and hotel desk clerks increased their wages 6.6 percent versus a 2.5 percent state increase. In several instances, the increase meant a rise from below the state average wage in 1992 to above the state average in 1993.

On the other hand, workers in food preparation/service, electricians, and helpers in construction trades were occupations where wages listed rose less rapidly than in the rest of the state. Maids

Table 3. **ESTABLISHMENT BASED EMPLOYMENT IN SERVICE SECTOR IN GAMING COUNTIES AND STATE, 1991-1993**

<u>County</u>	<u>1991</u>	<u>1992</u>	<u>1993</u>	<u>Net Increase 1991-93</u>
Adams	2,720	2,990	3,600	880*
Hancock	3,180	3,520	5,070	1,890
Harrison	13,370	15,660	20,360	6,990
Tunica	300	510	1,820	1,520
Warren	4,260	4,470	5,160	900*
<hr/>				
SUBTOTAL	23,830	27,150	36,010	12,180
STATE	165,800	175,800	195,600	29,800

\*Adams County (Natchez) had its first casino begin operation in February 1993 and Warren County (Vicksburg) had its first casino begin operation in August 1993. These numbers are based on survey responses and may be underestimates.

SOURCE: Mississippi Employment Security Commission. "Annual Averages: Mississippi by Counties," April 1994.

for housekeeping or cleaning, cashiers, and stock/materials movers and handlers saw wage increases of less than 2.9 percent, or less than inflation, although their wage increases were somewhat above the state average.

Since gaming establishments generally paid more than competing establishments for positions listed with the MESC, it appears to be the case that there are large numbers of workers with experience in such occupations as cashiers, who have been working part-time or who have been underemployed, who have entered the labor pool in the county in sufficient numbers to keep wages down as more jobs open up.

Table 5 presents a breakdown of employment by occupational category in the casinos, as reported in the May 1993 survey of casinos conducted by the Mississippi Employment Security Commission. Slightly over 50 percent of all casino employees work as food and beverage

Table 4.  
**RATE OF WAGE INCREASE, SELECTED OCCUPATIONS 1992 TO 1993**  
**MISSISSIPPI AND BILOXI-GULFPORT-PASCAGOULA**  
**(Based on Positions Posted with the State Employment Service)**

<u>Occupation</u>	<u>Weighted Average Salary</u>			<u>Months Experience</u>		<u>Number of Openings Listed with State Employment Service</u>	
	<u>1992</u>	<u>1993</u>	<u>1992-93</u>	<u>1992</u>	<u>1993</u>	<u>1992</u>	<u>1993</u>
<b>Retail Salespersons</b>							
Biloxi MSA	4.58	4.76	3.9	6	3	141	239
State Total	4.60	4.66	1.3	3	5	2098	1320
<b>Cashiers</b>							
Biloxi MSA	4.31	4.40	2.1	5	5	340	415
State Total	4.33	4.39	1.4	4	5	2461	2411
<b>Hotel Desk Clerks</b>							
Biloxi MSA	4.42	4.71	6.6	7	4	62	66
State Total	4.45	4.56	2.5	5	4	149	188
<b>Bookkeeping Clerks</b>							
Biloxi MSA	5.61	5.63	0.4	17	18	107	102
State Total	5.81	6.03	3.8	16	17	596	648
<b>General Office Clerk</b>							
Biloxi MSA	4.70	5.11	8.7	7	10	262	217
State Total	4.92	4.89	-0.6	7	7	2213	2227
<b>Housekeepers, Butlers Pvt. Household</b>							
Biloxi MSA	4.68	4.71	0.6	8	7	140	168
State Total	4.51	4.62	2.4	8	7	575	567
<b>Guards Watch Guards</b>							
Biloxi MSA	4.60	4.79	4.1	6	6	129	183
State Total	4.68	5.23	11.8	4	3	928	1381
<b>Cooks Restaurant</b>							
Biloxi MSA	4.51	4.74	5.1	10	10	166	207
State Total	4.55	4.61	1.3	7	8	898	958
<b>Food Preparation Worker</b>							
Biloxi MSA	4.58	4.82	5.2	3	2	191	260
State Total	4.39	4.53	3.2	3	3	691	716
<b>CMB Food Prep, Serv Worker</b>							
Biloxi	4.26	4.25	-0.2	2	0	113	423
State Total	4.26	4.26	0.0	1	1	1375	2071
<b>Nurse Aide, Ord, Attd</b>							
Biloxi MSA	4.43	4.36	-1.6	5	3	95	127
State Total	4.36	4.37	0.2	3	2	1041	899



<u>Occupation</u>	<u>1992</u>	<u>1993</u>	<u>1992-93</u>	<u>1992</u>	<u>1993</u>	<u>1992</u>	<u>1993</u>
<b>Maid Housekeeping, Cleaning</b>							
Biloxi MSA	4.33	4.38	1.2	4	3	176	295
State Total	4.35	4.39	0.9	4	4	594	805
<b>Janitor Cleaner</b>							
Biloxi MSA	4.57	4.77	4.4	6	5	171	260
State Total	4.60	4.64	0.9	3	3	1790	1611
<b>Automotive Mechanics</b>							
Biloxi MSA	5.80	5.82	0.3	24	22	86	110
State Total	5.73	6.05	5.6	20	17	402	432
<b>Carpenters</b>							
Biloxi MSA	7.79	8.69	11.6	26	30	141	190
State Total	8.29	8.42	1.6	23	25	732	724
<b>Electricians</b>							
Biloxi MSA	9.96	10.25	2.9	31	36	81	125
State Total	9.65	10.37	7.5	26	30	380	478
<b>Painter, Paperhanger</b>							
Biloxi MSA	7.92	8.98	13.4	23	26	134	125
State Total	6.93	7.30	5.3	21	18	299	291
<b>AO Cons Trades Workers</b>							
Biloxi MSA	5.56	5.32	-4.3	6	7	376	441
State Total	5.52	5.50	-0.4	4	4	2124	2406
<b>Shipfitters</b>							
Biloxi MSA	9.38	10.35	10.3	26	34	29	110
State Total	9.37	10.35	10.5	26	34	29	110
<b>Cannery Workers</b>							
Biloxi MSA	4.26	4.40	3.3	0	0	151	139
State Total	4.27	4.47	4.7	0	0	156	165
<b>Truck Drivers Heavy</b>							
Biloxi MSA	6.69	6.49	-3.0	12	11	168	188
State Total	7.00	6.64	-5.1	13	12	1696	1726
<b>Hlp AO Const Trades</b>							
Biloxi MSA	5.21	5.35	2.7	5	6	167	204
State Total	5.34	5.67	6.2	4	5	1121	1543
<b>AO Freight Stock</b>							
Matl, Mov, Hand							
Biloxi MSA	5.43	5.57	2.6	2	3	802	764
State Total	5.09	5.07	-0.4	3	2	6280	6458

SOURCE: Mississippi Employment Security Commission, Job Bank Information, 1992-93.

Table 5.  
**DISTRIBUTION OF MISSISSIPPI DOCKSIDE CASINOS EMPLOYMENT,  
 BASED ON 5/12/93 SURVEY OF THE MISSISSIPPI EMPLOYMENT SECURITY COMMISSION**

<u>Occupational Category</u>	<u>Employment</u>	<u>Percent of Total Employment</u>	<u>Hourly Wage Range for Middle 50% of Workers</u>	<u>Average Hourly Wage</u>
<b>TOTAL</b>	<b>9,530</b>	<b>100.0</b>	<b>\$ 4.90 - \$ 7.90</b>	<b>\$ 7.40</b>
Managers, Administrators, and Executives	200	2.10	\$11.10 - \$30.50	\$22.30
Professional, Paraprofessional and Technical Occupations	200	2.10	\$ 8.50 - \$13.30	\$11.60
Sales and Related Occupations	1,480	15.53	\$ 5.80 - \$ 8.00	\$ 7.10
Gaming Change Persons, Slot Attendants, and Booth Cashiers	710	7.45	\$ 5.60 - \$ 7.30	\$6.50
Clerical and Administrative Support Occupations	320	3.36	\$ 6.50 - \$ 8.70	\$ 8.20
Service Occupations	6,790	71.25	\$ 4.70 - \$ 6.80	\$6.80
Food and Beverage Preparation and Service Workers	2,320	24.34	\$ 4.60 - \$ 6.00	\$ 5.50
Personal Service Workers	2,510	26.34	\$ 4.50 - \$ 5.40	\$ 5.10
Craps (Dice) Dealers	540	5.67	\$ 4.50 - \$ 5.50	\$ 5.00
BlackJack (Twenty-One) Dealers	1,170	12.28	\$ 4.50 - \$ 4.90	\$ 4.90
Agriculture, Forestry, Fishing, and Related Occupations	20	0.21	\$ 7.10 - \$ 8.40	\$ 7.80
Production/Const/Operating/Maint/ Material Handling Occupations	520	5.46	\$ 5.80 - \$10.40	\$ 8.40

SOURCE: Mississippi Employment Security Commission 5/12/93 survey results. Seven casinos employing 9,530 persons responded.

preparation and service workers, and as personal service workers. Another 16 percent work in sales, including change persons, slot attendants and booth cashiers. The average hourly wage is \$7.40, with the range being from the \$22.30 paid managers and executives on average and to the \$4.90 paid on average for blackjack dealers. Table 6 provides additional data on the top ten sub-occupations. These wage data do not include gratuities in the form of tips. These average wages are generally above those offered in similar occupations in other industries, but since the occupations tend to be low- or middle-skill jobs, the wages are also usually below the state average wage of \$9.08 in 1992.

Table 6.  
**TOP 10 OCCUPATIONS BY ESTIMATED EMPLOYMENT  
MISSISSIPPI DOCKSIDE CASINOS**

<u>Occupational Title</u>	<u>Employment</u>	<u>Percent of Total Employment</u>	<u>Establishments Reporting Occupation (%)</u>	<u>Average Hourly Wage</u>
Blackjack (Twenty-One) Dealers	1,170	12.28	100.0	\$4.90
Waiters and Waitresses	790	8.29	100.0	4.70
Gaming Change Persons, Slot Attendants, and Booth Cashiers	710	7.45	100.0	6.50
Gaming Supervisors	550	5.77	100.0	17.50
Craps (Dice) Dealers	540	5.67	100.0	5.00
Guards and Watch Guards	490	5.14	85.71	7.80
Cage Cashiers	390	4.09	100.0	8.10
Maids and Housekeeping Cleaners	360	3.78	71.43	5.80
Bartenders	310	3.25	100.0	5.40
Cooks-Restaurant	300	3.15	85.71	7.00

SOURCE: Mississippi Employment Security Commission 5/12/93 survey results. Seven casinos employing 9,530 persons responded.

The appendix presents the average weekly wage by county and by industry for the second quarter of 1992 and the third quarter of 1993. Most gaming counties had a rate of increase not far above that of the 2.8 percent average for the state, with the exception of Tunica, where the rate of increase was 17.4 percent, due to the unusually low wages prevailing there previous to the advent of gaming.

The average weekly wage in the service sector decreased in all the gaming counties except Tunica, reflecting the predominance of lower-paying jobs in the gaming industry. (Health and education services raise the average service sector wage above the \$7.40 average for gaming; retail trade and sales are not considered part of the service sector in these wage figures.) Construction wages, however, rose markedly in those counties, except Hancock, presumably due to the rising construction in those areas. Construction wages are likely to fall to near pre-casino levels once casino and related construction is completed. While the growing number of lower wage jobs may have reduced the numbers of those willing to work at or near the minimum wage, this is not easily detected on the basis of the data available.

Overall, the rate of wage increase at 2.8 percent for the state between the second quarter of 1992 and the third quarter of 1993 is below the rate of inflation in the South, which was 3.9 percent between May 1992 and August 1993 as measured by the Consumer Price Index, thus discounting fears of local inflationary wage pressures due to the advent of casinos.

## **Conclusion**

The gaming industry has changed the profile of service sector employment in Mississippi. As of 1994, one in nine service sector jobs was in gaming, and these jobs accounted for 40 percent of the new service sector jobs created in the state between 1991 and 1993. The service sector, in turn, accounted for slightly over half of all jobs created over the same period.

The number of persons seeking employment has risen as opportunities have grown. This increase in the labor force comes from: 1) entry into the labor force by residents who previously had given up looking for work or who never participated in the labor force and 2) in-migration of workers. Most of the new jobs appear to be held by persons who are local residents. The influx into the labor force has also had the effect of preventing wages from rising rapidly.

In particular, the data presented here show that while gaming has increased employment in the state significantly, primarily in those counties in which casinos are located, the increase in wages accompanying gaming appears to have affected only a few occupations. Although gaming occupations pay more than similar occupations in other nonmanufacturing industries, the average wage in gaming at \$7.40 in May 1993 is below the overall state average for all industries, at about \$9.08 in 1992. Thus it is to be expected that in general lower-paying occupations have been affected. To date, it appears that the rate of wage increase in gaming counties has not been much above the state average of 2.8 percent, except in Tunica, where it reached 17.4 percent--due to the previously low wages prevailing in the county. Nonetheless, since wages in gaming establishments for cashiers, waitresses, and other low- to middle-skill occupations are generally above those in competing establishments, there is a positive impact on the incomes of these workers.

The average wage in manufacturing in 1992 was \$10.15, and most manufacturing industries pay above the gaming average, so that the competitiveness of Mississippi in attracting manu-

facturing should not be adversely affected by gaming. In fact, if added revenues are used to improve infrastructure and training, the effect of gaming on manufacturing employment could be positive.

In general, the gaming industry has pulled many people into the workforce and provided jobs for many people who previously had few opportunities for employment.

Studies of gaming in Atlantic City raise the possibility that local retail business may not benefit significantly from gaming. In Mississippi, only Hancock County among the gaming counties has shown an increase in employment in retail trade above the state average, but the 17.3 percent growth there could well be related to the increased tourism on the coast.

# Appendix Table

## Average Weekly Wage, By County, By Industry, 2nd Qtr. 1992

	ADAMS	CLAIBORNE	COAHOMA	DESOITO	HANCOCK	HARRISON	HINDS	JACKSON	NESHOMA PEARL RIVER	STONE	IATE	TUNICA	WARREN WASHINGTON	YAZOO
TOTAL	359	365	324	362	413	327	413	452	297	331	321	285	345	346
Agriculture	265	203	214	208	272	210	272	452	307	331	147	255	244	234
Mining	522	431	0	453	629	739	629	0	403	0	0	0	0	0
Construction	378	352	333	386	529	350	407	419	220	321	254	231	365	450
Manufacturing	404	614	391	457	598	382	465	562	274	393	384	233	483	445
Transportation	510	406	378	488	482	459	585	400	417	454	639	360	553	500
Wholesale Trade	452	391	403	492	459	392	530	359	284	358	288	347	435	432
Retail Trade	218	205	207	202	193	205	264	204	208	202	195	215	218	199
Finance	423	359	409	389	362	396	525	359	331	308	380	315	349	346
Services	356	319	356	319	445	348	387	408	344	336	338	300	315	349
Public Adm.	333	303	302	260	261	327	448	356	261	207	248	328	307	285

## Average Weekly Wage, By County, By Industry, 3rd Qtr. 1993

	ADAMS	CLAIBORNE	COAHOMA	DESOITO	HANCOCK	HARRISON	HINDS	JACKSON	NESHOMA PEARL RIVER	STONE	IATE	TUNICA	WARREN WASHINGTON	YAZOO
TOTAL	369	376	327	386	399	340	439	475	339	342	307	311	346	363
Agriculture	270	193	225	201	324	222	324	391	287	342	167	243	238	248
Mining	534	514	0	845	655	554	655	944	458	0	0	0	0	0
Construction	401	428	395	415	429	456	441	412	507	306	295	487	350	555
Manufacturing	417	609	411	483	689	409	491	607	338	399	371	318	507	555
Transportation	544	430	421	469	555	569	620	490	405	450	651	536	512	451
Wholesale Trade	471	395	407	511	390	417	569	388	293	351	284	432	473	454
Retail Trade	228	219	228	220	211	214	274	215	217	227	217	209	231	193
Finance	451	398	374	419	302	411	580	355	336	308	391	293	352	365
Services	355	314	325	330	417	333	414	432	348	348	305	317	367	295
Public Adm.	353	300	318	291	273	329	476	337	279	220	251	394	368	317

## Percentage Change of

## Average Weekly Wage, By County, By Industry, 2nd Qtr. 1992 to 3rd Qtr. 1993

	ADAMS	CLAIBORNE	COAHOMA	DESOITO	HANCOCK	HARRISON	HINDS	JACKSON	NESHOMA PEARL RIVER	STONE	IATE	TUNICA	WARREN WASHINGTON	YAZOO
TOTAL	2.79	3.01	0.93	6.63	-3.39	3.98	6.30	5.09	14.14	3.32	-4.36	17.36	7.48	4.91
Agriculture	1.89	-4.93	5.14	-3.37	ERR	5.71	19.12	ERR	ERR	ERR	13.61	-4.71	ERR	5.98
Mining	2.30	19.26	ERR	86.53	ERR	-25.03	4.13	ERR	13.15	ERR	ERR	ERR	ERR	ERR
Construction	6.08	21.02	ERR	7.51	-18.90	30.29	8.35	-1.67	38.15	-4.67	16.14	110.82	-4.11	ERR
Manufacturing	3.22	-0.81	7.87	5.69	15.22	7.07	5.59	8.01	4.97	1.53	-3.39	36.48	4.97	ERR
Transportation	6.67	5.91	ERR	-3.89	15.15	23.87	5.86	4.03	-5.25	-0.88	1.86	-100.00	-3.07	23.33
Wholesale Trade	4.20	1.02	0.99	3.86	-15.03	6.38	7.36	8.08	3.02	-1.86	5.87	24.50	8.74	1.35
Retail Trade	4.63	3.15	10.14	8.91	9.33	4.39	3.79	5.39	6.33	12.38	11.28	-2.79	6.94	5.09
Finance	6.62	7.52	-8.56	7.71	-16.57	3.79	10.48	-1.11	8.60	0.00	2.89	-6.98	0.86	-3.02
Services	-0.28	-1.57	-7.67	7.14	-6.29	-4.31	6.98	5.88	1.16	3.57	-9.76	5.67	16.51	-15.47
Public Adm.	6.01	-0.99	5.30	11.92	4.60	0.61	6.25	-5.34	-1.84	6.28	1.21	20.12	19.87	11.23

## Gaming Counties

Adams County (Natchez)  
Hancock County (Gulfport)  
Harrison County (Gulfport)  
Tunica County (Clarksdale)  
Warren County (Vicksburg)  
Washington County (Greenville)

## Other Affected Counties

Claiborne County (Natchez)  
Coahoma County (Clarksdale)  
DeSoto County (Hernando)  
Hinds County (Jackson)  
Jackson County (Pascagoula)  
Neshoba County (Philadelphia)  
Pearl River County (Picayune)  
Stone County (Gulfport)  
Tate County (Hernando)  
Yazoo County (Yazoo City)

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