This study integrates research from economics and social psychology by using a validated measure of trust (trust games) to identify potential biases – specifically, gender, race, appearance, and age, with a predominantly African-American sample. The number of extra-credit points that each subject agreed to send to the receiver was used as the primary dependent variable in this version of the trust game. It was concluded that personal behavior, and not biases, influenced the level of trust in individuals. For example, people were more trusting if they had spontaneously benefitted from the generosity of someone they knew and gave themselves high ratings of their own trustworthiness. Suggestions for improving this study and for identifying potential research for future replications using trust games to detect psychological phenomena are offered.