

# **Juvenile Gambling In North America**

**Analysis of Long-Term Trends and Future Prospects\***

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**\*Source: D.F. Jacobs (in Press).**

# Long-Term Trends In Juvenile Gambling And Future Prospects

## AGENDA

1. Trends in juvenile gambling
2. The games juveniles play
3. The lottery as a “Pied Piper”
4. “Fellow Travelers”
5. Future prospects

# Trends In Juvenile Gambling

## Earliest Studies of Juvenile Gambling In The United States (1984-1988)

Investigator(s)	Lesieur & Klein	Jacobs et al.	Jacobs et al.	Kuley & Jacobs	Steinberg	Median Prevalence Level
Year survey completed	1984	1985	1987	1987	1988	
Gambling for money past 12 mo.	86%	20%	45%	40%	60%	45%
<b>Age of onset for gambling</b>						
Before 11 years old	a	41%	30%	39%	27%	35%
11-15 yrs	a	40%	58%	48%	43%	46%
After 15 yrs	a	19%	12%	13%	31%	16%
State	NJ b	CA	Ca b	VA	CT	

a: not reported

b: lottery operating at time of survey

# Trends in Juvenile Gambling

## Later Studies of Juvenile Gambling In The United States (1989-2002)

Investigator(s)	Kuley & Jacobs (N=147)	Winters et al. (N=1,095)	Wallisch (N=924)	Volberg (N=1,054)	Schafer et al. (N=856)	Wallisch (N=3,079)	Volberg (N=1,077)	Westphal et al. (N=11,7436)	Proimos et al. (N=16,948)	Volberg & Moore N=1,000)	Volberg (N=1004)	Median Level
Year survey completed	'89	'90	'93	'93	'94	'95	'96	'98	'98	'99	'02	
Gambled for money in past 12 years	% 58	% 52	% 66	% 71	% 70	% 67	% 53	% 86	% 53	% 65	% 49	% 65
Mean age of onset of gambling	12 yrs	11 yrs	12 yrs	12 yrs	a	13 yrs	13 yrs	11 yrs	a	12 yrs	13 yrs	12 yrs
State	VA b	MN	TX	WA b	MA b	TX b	GA b	LA b	VT b	WA b	NV	

a: not reported

b: lottery operating at time of survey

# Trends in Juvenile Gambling

Studies of Juvenile Gambling In Canada (1988-2001)

Investigator(s)	Ladouceur & Mireault (N=1612)	Omnifax Research (N=300)	Insight Canada Research (N=400)	Rupcich et al (N=965)	Wynne et al. (N=972)	Gupta & Derevensky (N=817)	Ladouceur et al. (N=3426)	Poulin (N=13,549)	Adlaf & Ialomiteanu (N=2371)	Gupta & Derevensky (N=2156)	Median Level
Year survey completed	'88	'93	'94	'95	'96	'98	'99	'00	'00	'01	
Gambled for money in past 12 years	% 65	% 60	% 65	% 91	% 67	% 80	% 77	% 70	a	% 63	% 67
Mean age of onset of gambling	a	13 yrs	a	12 yrs	12 yrs	11 yrs	a	a	a	a	12 yrs
Province	QU b	NS b	Ont b	Ont b	Alb b	QU b	QU b	Atl Prov b	Ont b	Ont b	

a: not reported

b: lottery operating at time of survey

# Gambling Problems On The Rise

## Serious Gambling Related Problems Among Juveniles in the U.S. (1984-1988)

Investigator(s)	Lesieur & Klein	Jacobs et al.	Jacobs et al.	Kuley & Jacobs	Steinberg	Median Level of Serious Gambling-Related Problems
Year study completed	1984	1985	1987	1987	1988	
At-risk/ Potential	5%	5%	5%	a	15%	
Problem/ Pathological	6%	4%	4%	a	5%	
State	NJ	CA	CA	VA	CT	
10%						

a: not reported

# Trends in Juvenile Gambling

## Serious Gambling-Related Problems Among Juveniles In The U.S. (1989-2002)

Investigator(s)	Kuley & Jacobs	Winters et al. (N=1,095)	Wallisch (N=924)	Volberg (N=1,054)	Schaffer et al. (N=856)	Wallisch (N=3,079)	Volberg (N=1,077)	Westphal et al. (N=11,7436)	Proimos et al. (N=16,948)	Volberg & Moore N=1,000	Volberg & Moore (N=1004)	Median Level of Serious Gambling- Related Problems*
Year survey completed	'89	'90	'92	'93	'94	'95	'96	'98	'98	'99	'02	
At-risk/ Potential	a	% 20	% 12	% 9	% 14	% 10	% 9	% 10	% 7	% 8	% 10	% 12
Problem/ Pathological	a	% 6	% 5	% 1	% 9	% 2	% 2	% 6	a	% 1	% 2	
State	VA	MN	TX	WA	MA	TX	GA	LA	VT	WA	NV	

a: not reported

\* Serious Gambling-Related Problems (SGRP) terminology is based on the sum of the “At-risk/Potential” and “Problem/Pathological” findings in each column

# Trends in Juvenile Gambling

## Serious Gambling –Related Problems Among Juveniles In Canada (1988-2002)

Investigator(s)	Ladouceur & Mireault	Omnifax Research Ltd.	Insight Canada Research	Rupcich et al	Wynne et al.	Gupta & Derevensky	Ladouceur et al.	Poulin	Adlaf & Ialomiteanu	Gupta & Derevensky	Median Level of Serious Gambling-Related Problems*
Year survey completed	'88	'93	'94	'95	'96	'98	'99	'02	'02	'01	
At-risk/ Potential	% 5	% 9	% 10	% 17	% 15	% 8	% 5	% 8	% 8	% 7	%
Problem/ Pathological	% 2	% 3	% 4	% 11	% 8	% 8	% 3	% 6	% 6	% 3	14
Province	QU	NS	Ont	Win dsor Ont	Alb	QU	QU	Atl Prov	Ont	Ont	

\* Serious Gambling-Related Problems (SGRP) terminology is based on the sum of the "At-risk/Potential" and "Problem/Pathological" findings in each column

# Dissociation As A Red Flag

## Alberta Adolescents

<b>Dissociative State</b>	<b>% Non- Problem Gamblers (n=430)</b>	<b>% At-Risk Gamblers (n=148)</b>	<b>% Problem Gamblers (n=77)</b>
<b>Lost track of time while gambling</b>	<b>24</b>	<b>56</b>	<b>75</b>
<b>Felt like you were a different person</b>	<b>7</b>	<b>23</b>	<b>29</b>
<b>Felt like you were outside of yourself, watching yourself gamble</b>	<b>2</b>	<b>7</b>	<b>26</b>
<b>Felt like you were in a trance</b>	<b>1</b>	<b>12</b>	<b>27</b>
<b>Experienced a memory blackout for things that happened while you were gambling</b>	<b>1</b>	<b>6</b>	<b>20</b>

\*Classification of gambler categories is based on SOGS scores.  
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# A Self-Test For Teens

1. Do your friends gamble a lot?
2. Do you gamble at school?
3. Have you ever stayed away from school or work to gamble?
4. Is gambling more important than school or work?
5. Do you often spend your free time involved in gambling activities such as poker, sports betting, dice, etc.?
6. Do you find gambling to be the most exciting activity you do?
7. When you are gambling, do you tend to lose track of time and forget about everything else?
1. Do you often daydream about gambling?
2. Do you feel your friends are envious of you when you win money at gambling, and that you get extra attention because of gambling?
3. When you do win, do you want to return to gamble as soon as possible, because you believe that you will continue winning?
4. When you lose, do you feel you must bet as soon as possible to win back your losses?
5. Do you often gamble with money you originally intended to use for other things—like lunch, clothing, tapes/CDs, etc.?
6. Do you ever borrow money to gamble?
7. Have you ever sold a favorite possession or something very special to get money to gamble, or to pay a gambling debt?
1. Do you ever try to prevent your family and friends from knowing how much and how often you gamble?
2. Do you ever lie about your gambling? For example, do you ever tell people that you did not gamble, or that you won money gambling, when in fact you had lost money or possessions?
3. Do you ever get into arguments with your parents because of gambling, or with friends over a gambling activity?
4. Do you feel depressed, or lose sleep, or feel guilty, because you lost money gambling?
5. Have you ever thought of suicide, as a way of solving your problems?
6. Does one or both of your parents do a lot of gambling?

## SELF-SCORING GUIDE

3-4 yes: Time to wonder if your gambling is getting out of hand.

5-7 yes: You are losing control over your gambling.

More than 7 yes: Seek appropriate help for what is clearly a problem.

From: Durand F. Jacobs (1995), *Child and Adolescent Behavior Letter*. The Brown University

# Future Prospects

## About Juvenile Gambling in North America

<p><b>1. Prevalence rates for gambling</b></p>	<p>↑ From 45% (1988) to 66% (2000) to 80% (2008)</p>
<p><b>2. Prevalence of serious gambling-related problems</b></p>	<p>↑ From 1 in 10 (1988) to 1 in 7 (2000) to 1 in 5 (2008)</p>
<p><b>3. Favored games</b></p>	<p>↑ Interactive, rapid outcome, “skill-appearing,” lottery and <u>Internet</u> games</p> <p>↑ Free-standing, machine games</p> <p>↑ Sports betting in schools; high-stakes poker in homes</p>
<p><b>4. Age of onset</b></p>	<p>↓ From median 12 years (1988-2000) to median 11 years (2008)</p>
<p><b>5. Gambling screens</b></p>	<p>↑ Feedback for moderate to high scorers</p> <p>↑ International Commission to determine “gold standards” for epidemiological screens and clinical scales</p>

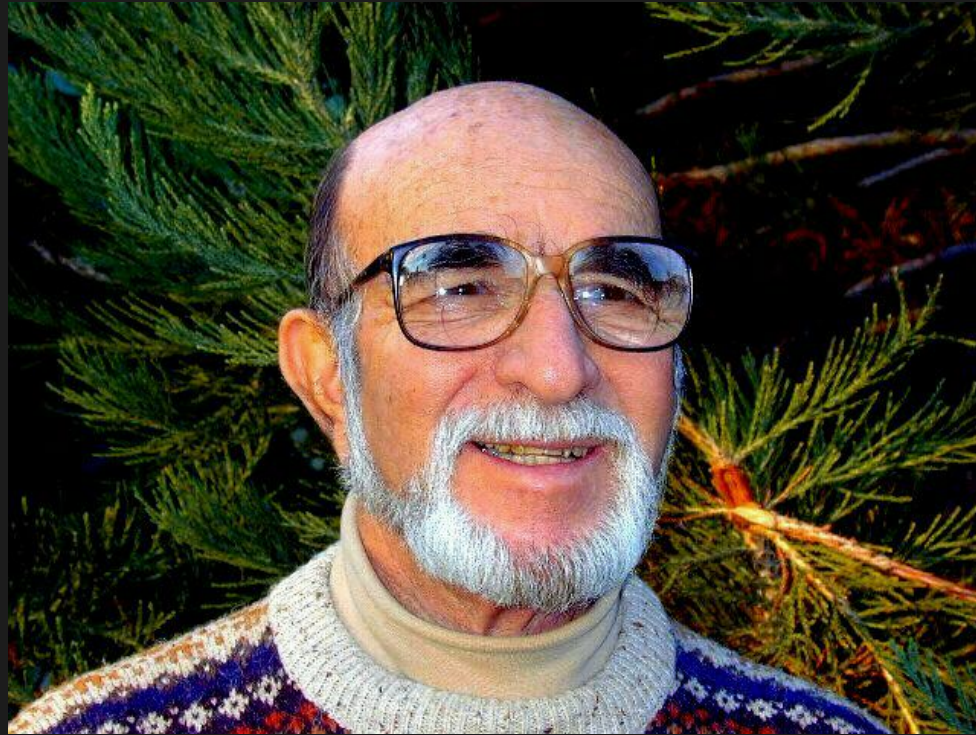
# Future Prospects

## About Juvenile Gambling in North America

<b>1. Public awareness</b>	<b>↑ but interest will ebb and flow</b>
<b>2. Federal government's reactions</b>	<b>↑ \$ research only</b> <b>0 \$ for education, training of professionals, and treatment</b>
<b>3. State/Provincial governments</b>	<b>→ \$ from mental health and drug/alcohol agencies, but spotty and unreliable</b>
<b>4. The Gaming Industry</b> <ul style="list-style-type: none"> <li>• <b>State/Provincial lotteries</b></li> <li>• <b>Resort destination casinos</b></li> <li>• <b>Native American/First-Nations casinos</b></li> <li>• <b>Racetracks</b></li> <li>• <b>Card clubs</b></li> <li>• <b>Others</b></li> </ul>	<b>↑ ↑ \$ for (once-removed) relationships with non-profit Centers, Commissions, and National/State/Provincial Councils on problem gambling, that then provide research, education, training of professionals, and treatment services</b>

# Final Word

- **Expect ↑↑ accessibility of gambling throughout North America and the world at large → 2008**
- **Strictly enforce legal age limits on gambling**
- **Target schools for primary and secondary prevention efforts, including training in “life management skills”**



**THANK YOU**

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