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Roads to Recovery – A Collaborative Approach  
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Title of Poster: “Gambling and Other Problem Behaviors Among  
Nebraska Youth. Results of the Risk and Protective Factor Survey  
(2003-05-07).”

Lead Presenter: Juan Paulo Ramírez, Ph.D.  
University of Nebraska Public Policy Center  
e-mail: [jramirez2@nebraska.edu](mailto:jramirez2@nebraska.edu)  
phone: 402-472-0195



Co- presenter: Nancy Heller, M.A., LMHP  
Nebraska Department of Health and Human Services  
e-mail: [nancy.heller@dhhs.ne.gov](mailto:nancy.heller@dhhs.ne.gov)  
phone: 402-471-7823



## Introduction

This poster summarizes the gambling findings in youth from the 2003, 2005 and 2007 Nebraska Risk and Protective Factor Student Survey (NRPFSS). This is a biennial survey of students in grades 6, 8, 10, and 12. A summary table with the total number of students, their age, number of schools and number of counties is shown below (**Table 1**). The survey was designed to assess adolescent substance use, gambling behavior, antisocial behavior, and the risk and protective factors that predict adolescent problem behaviors. The Nebraska survey is adapted from a national, scientifically validated survey. This report presents the gambling behaviors of the participating youth, but also compares the activities of gamblers and non-gamblers.

Table 1: Demographics, Number of Schools and Counties: 2003 - 05 - 07							
Year	N	Age				Number of Schools	Number of counties (*)
		Minimum	Maximum	Mean	Std. Deviation		
2003	22,252	10	19	14.3	2.2	199	63
2005	27,625	10	19	14.5	2.2	248	66
2007	31,044	10	19	14.5	2.2	316	75

(\*) Nebraska has a total of 93 counties.

## Gambling Questions

The survey contained 16 questions pertaining to individual gambling activities. Students were surveyed on the types of gambling activities (questions were not available in 2003). The ten gambling activities were: 1) gambled at a casino, 2) played the lottery or scratch-offs, 3) bet on team sports, 4) played cards for money, 5) bet money on horse racing, 6) played bingo for money, 7) gambled on the internet, 8) bet on dice games, 9) bet on games of personal skill, and 10) gambled at a school, church, or community event.

## Results

### Gambling Rates (past year)

The percent of students that have gambled in the “past year” was 32.4% in 2003, 56.5% in 2005, and 51.0% in 2007. Nearly a 20% increase in gambling behavior was observed in youth between years 2003 and 2007, even though the survey from 2007 showed a decrease of 5.5% in comparison to 2005. **Chart 1** shows the percentage of students by grade that answer “yes” to the question if they have gambled in the past year.

## Gambling Age of Initiation and Gender differences

**Chart 2** displays the data for age at which students reported having first gambled, by grade. As seen below, 42.8% of Nebraska youth have not gambled at any point in their lives in 2005, in comparison to 48% in 2007. Although this difference is not statistically significant ( $p > .05$ ), it shows a positive change by young people in terms of gambling behavior. By gender, two thirds of females and one-third of males have never gambled (results are similar in 2005 and 2007). Of the students who have gambled, the most common age to begin is 10 or younger for all students and for both genders. Each successive year shows a decline in the number of students beginning to gamble at that age. Overall, this indicates that most students who gamble begin quite young.

Chart 1  
 Gambled Past Year by Grade (%)  
 2003 - 05 - 07

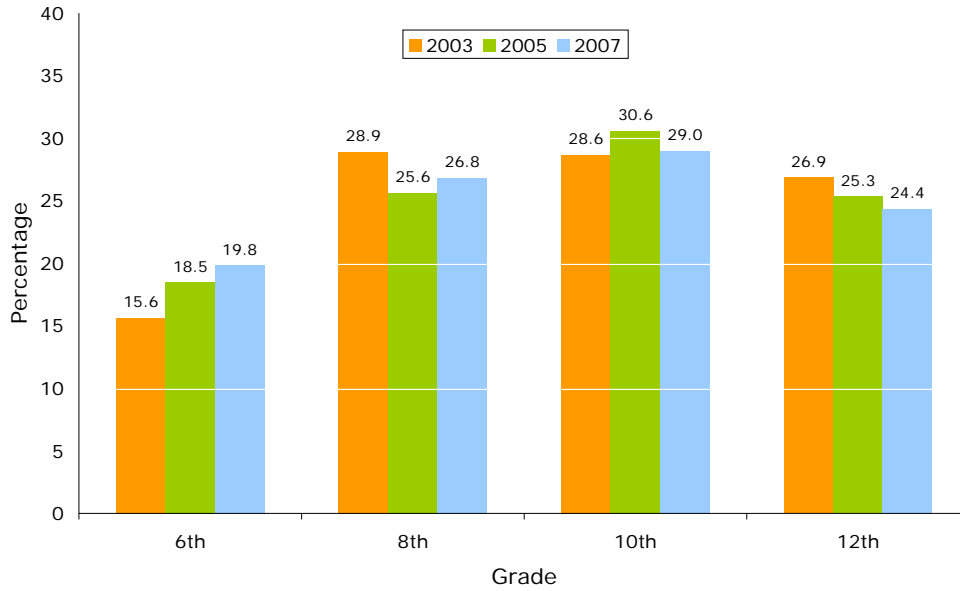
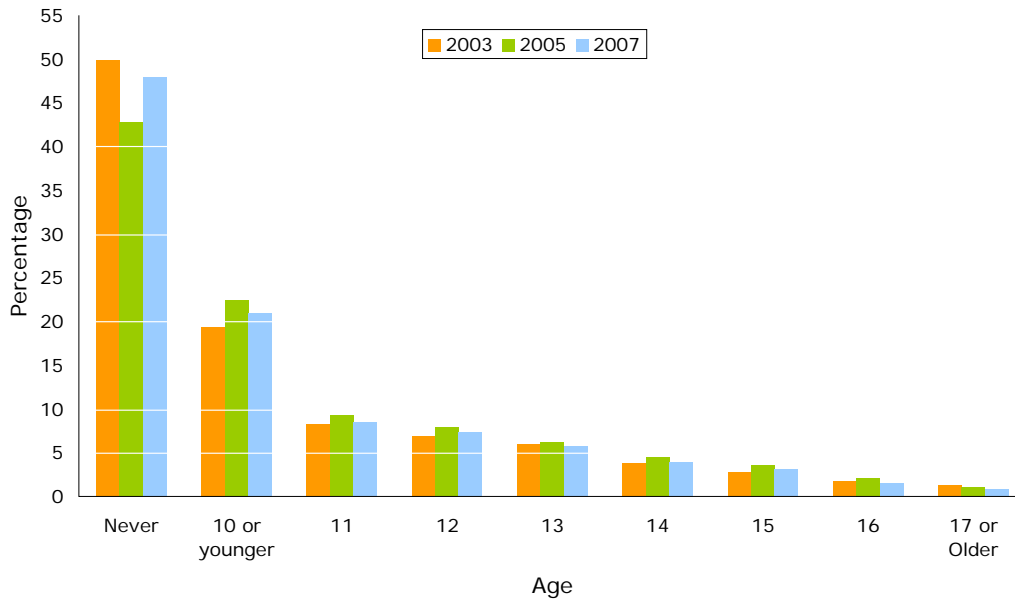


Chart 2  
 Age of Gambling Initiation (%)  
 2003 -05 -07



## Problematic Gambling

Three questions on the survey addressed problem gambling: 1) preoccupation with gambling, 2) spending more than they had planned, and 3) whether gambling had led to lies to the students' families. No significant differences were found among grades. Data from 2005 and 2007 is shown below; see **Charts 3 and 4** (2003 survey did not include questions related to problem gambling).

Chart 3 Problematic Gambling Behavior by Grade  
2005

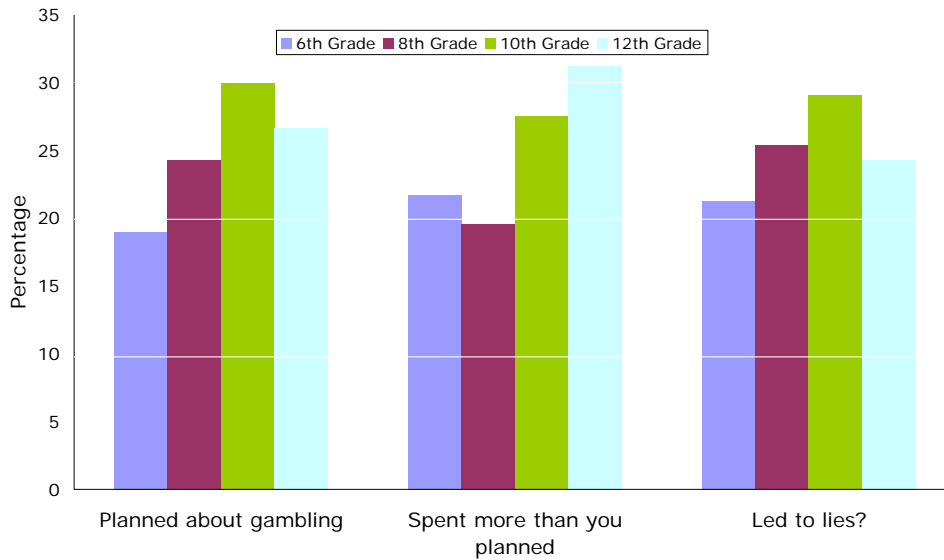
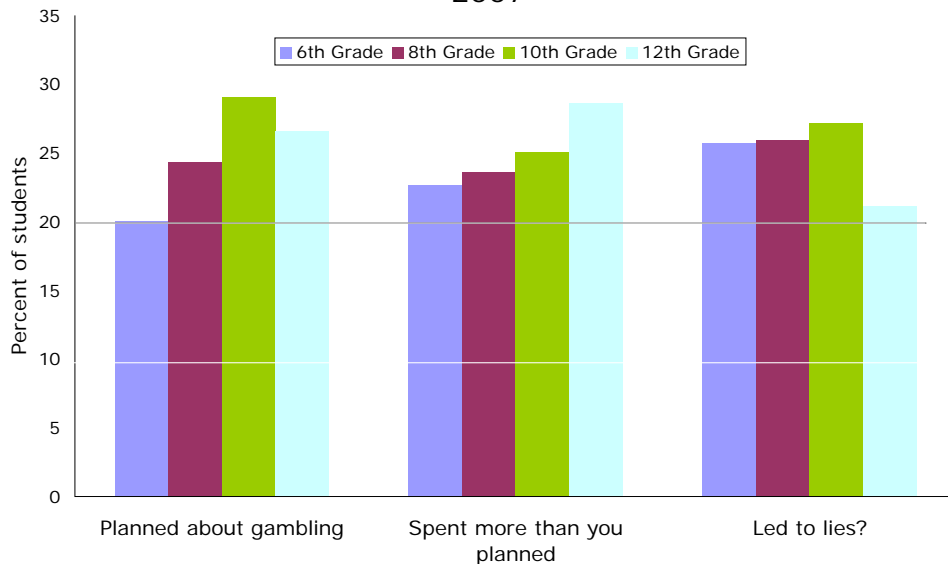


Chart 4 Problematic Gambling Behavior by Grade  
2007



"Gambling and Other Problem Behaviors Among Nebraska Youth.  
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## Youth engaging in gambling activities

**Charts 5 and 6** below illustrate the type of gambling conducted by youth in 2005 and 2007. These charts represent those youth indicating gambling in the past year. Ten gambling activities were considered: 1) gambled at a casino, 2) played the lottery, 3) bet on sports, 4) bet on cards, 5) bet on horses, 6) bingo for money, 7) gambled on the internet, 8) bet on dice, 9) bet on games of skill, and 10) gambled at an event. According to the results, four gambling activities were reported more often by the students, and they are: 1) gambling on cards, 2) bingo for money, 3) gambling on sports, and 4) games of skill. Overall, all gambling activities have decreased in percentage of participation between 2005 and 2007. When comparing results across years and grades, significant statistical differences were found. The least significant differences were found on 6<sup>th</sup> graders; for those, three out of four gambling activities were reported as not statistically significant different between 2005 and 2007 (the exception was bingo for money). See **Table 2**.

	2005		2007		<i>p</i> value	
	<i>n</i>	%	<i>n</i>	%		
Bet on sports						
6th	1,130	28.0	1,250	19.5	0.1138	*
8th	1,715	39.0	1,971	24.4	0.018	
10th	2,127	44.1	2,156	25.0	0.0178	
12th	1,646	39.4	1,808	24.0	0.0214	
Bet of cards						
6th	813	18.7	810	12.6	0.2753	*
8th	1,771	41.2	1,534	19.1	0.0179	
10th	2,765	66.6	2,110	24.5	0.0008	
12th	2,391	69.9	2,067	27.5	0.0002	
Bingo for money						
6th	1,644	52.2	1859	29.1	0.002	
8th	2,052	56.5	2297	28.6	0.0004	
10th	2,096	46.4	2178	25.3	0.0078	
12th	1,358	32.2	1480	19.7	0.0412	
Bet on games						
6th	872	20.6	909	14.2	0.2244	*
8th	1405	29.9	1414	17.5	0.0662	*
10th	1975	39.2	1752	20.4	0.043	
12th	1564	36.4	1522	20.3	0.0391	

\* Not significant at  $\alpha = .05$

*"Gambling and Other Problem Behaviors Among Nebraska Youth.  
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Chart 5 **Percent of Students Engaging in Gambling in the Past Year by Grade - 2005**

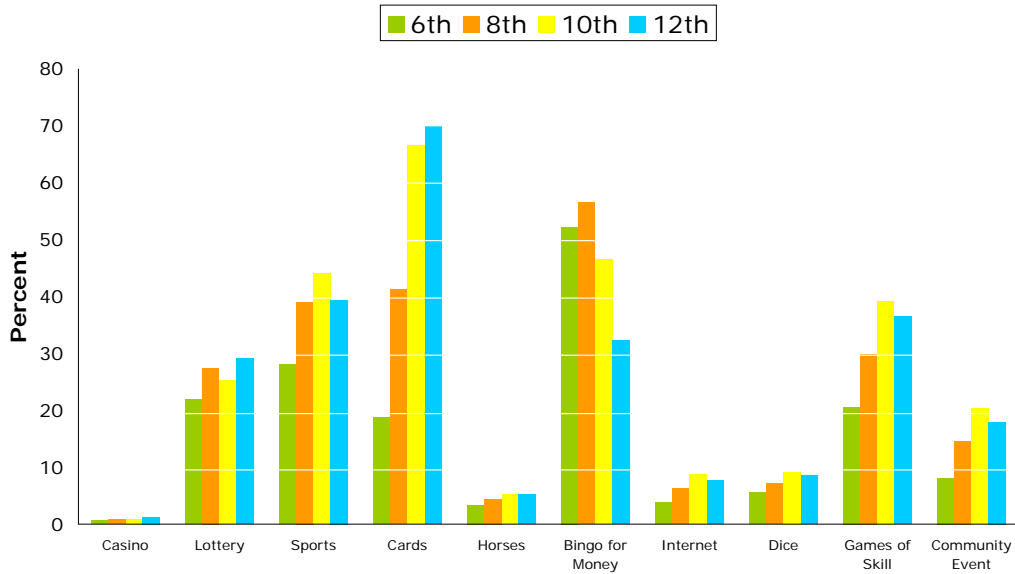
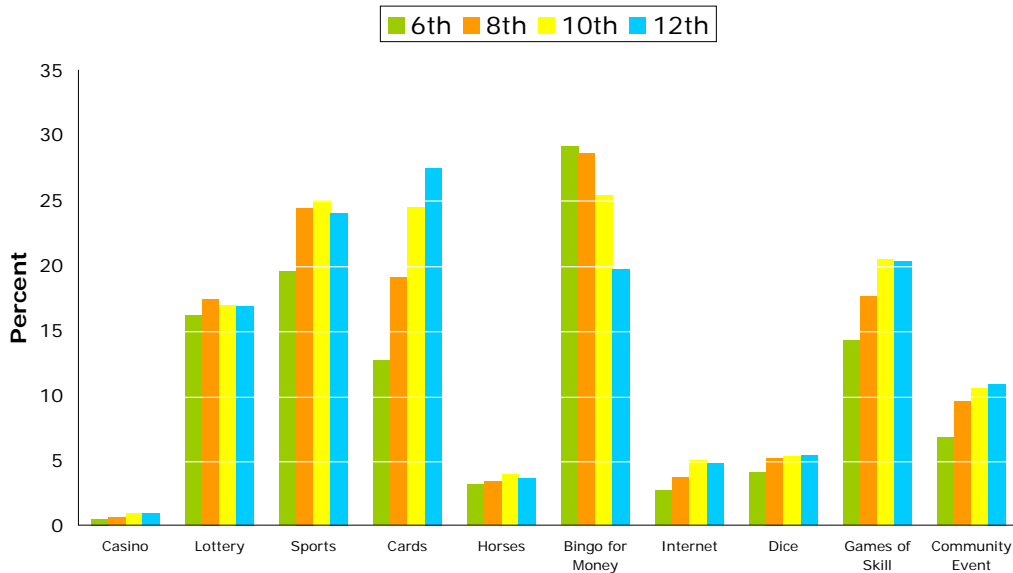


Chart 6 **Percent of Students Engaging in Gambling in the Past Year by Grade - 2007**



## Risk and Protective Factors

There is a developing body of research designed to help with the identification of risk and protective factors associated with youth problem gambling, however that research has not yet been tested with the same rigor as the risk and protective factors associated with substance abuse. Contemporary alcohol and drug studies have focused on science-based risk and protective factors, those factors were included in the report as the emerging youth problem gambling research appears to support similar correlations.

The data consistently supported the thought that youth gamblers have lower protective factors and higher risk factors. For every risk factor, in every grade, for both 2005 and 2007 surveys, gambling youth had a higher rate than those students not engaging in gambling (see **Tables 3 and 4**). For example, in 2005, 44.7% of gamblers in grade 10 noted community disorganization, whereas 36.8% of non-gamblers noted community disorganization. However, differences were not statistically different ( $p > .05$ ). Please see the risk and protective factors below for Grade 10.

	Non-Gamblers	Gamblers
Community Disorganization	36.8	44.7
Laws and norms Favor drug use	24.4	32.2
Perceived availability of drugs	28.9	40.3
Perceived availability of handguns	18.4	27.2
Poor family management	15.9	24.1
Parent attitudes favor drug use	34.1	50.5
Low Commitment to School	41.1	52.3
Early initiation of ASB	17.9	32.9
Early initiation of drug use	25.1	42.7
Attitudes favorable to ASB	29.7	49.2
Attitudes favorable to drug use	29.6	46.8
Low perceived risk of drug use	37.1	51.1
Gang involvement	6.6	11.8

Table 4: 2007 Risk Profile. Grade 10 (%)		
	Non-Gamblers	Gamblers
Community Disorganization	39.1	47.1
Laws and norms Favor drug use	23.0	34.3
Perceived availability of drugs	25.0	37.3
Perceived availability of handguns	19.8	29.4
Poor family management	14.6	22.3
Parent attitudes favor drug use	30.0	43.6
School academic failure	21.9	25.6
Low Commitment to School	40.1	50.7
Early initiation of ASB	17.7	33.5
Early initiation of drug use	21.2	38.6
Attitudes favorable to ASB	28.3	47.7
Attitudes favorable to drug use	26.6	44.4
Low perceived risk of drug use	33.0	48.5
Gang involvement	7.0	12.7

The protective factors scale produced similar results. For every protective factor, in every grade, gambling youth had a lower rate than those students not engaging in gambling (see **Tables 5 and 6**). For example in 2005, 53.5% of gamblers in grade 10 were noted as having positive social skills, whereas 73.3% of non-gamblers were noted as having positive social skills. In 2007, 68.5% of non-gamblers showed a positive attitude toward belief in moral order, in comparison to 45.3% of gamblers.

	Non-Gamblers	Gamblers
Community Opportunity	85.6	84.3
Family attachment	70.9	65.1
Family opportunities	64.2	58.4
School opportunity	77.7	73.9
Peer-individual social skills	73.3	53.5
Peer-individual belief in moral order	70.1	46.2

	Non-Gamblers	Gamblers
Community Opportunity	85.6	81.8
Family attachment	69.5	62.5
Family opportunities	63.0	55.8
School opportunity	79.2	75.5
Peer-individual belief in moral order	68.5	45.3