

Indiana Youth Gambling Behavior

School year 2006-2007

The following data contains adolescent gambling behavior reported by adolescents through the 17th Annual Survey of Alcohol, Tobacco and Other Drug Use by Indiana Children and Adolescents, conducted by the Indiana Prevention Resource Center at Indiana University Bloomington. This survey is a self-report instrument for students in grades six through twelve. The survey is undertaken annually by the Indiana Prevention Resource Center and is used by state agencies, counties, schools and communities in Indiana to monitor the incidence and prevalence of adolescent problem behaviors and the environmental factors that put children at risk or protect them from developing those behaviors. The school year 2006-2007 is the third year for gambling behavior questions, a total of three questions appear on the survey, one a multi-part question.

The logo for the Indiana Problem Gambling Awareness Program. It features a purple rectangular background with a white diagonal swoosh. The text "Indiana Problem Gambling Awareness Program" is centered in white, bold, sans-serif font.

**Indiana Problem
Gambling Awareness
Program**

As gambling options and venues in the state expand, monitoring the prevalence of gambling activities among children and adolescents is increasingly important for planning prevention efforts. This is the third year that the *Indiana Survey* has included gambling prevalence items. The *Indiana Survey* included questions about playing cards, betting on games, betting on sports, buying lottery tickets and gambling in a casino. Compared to last year, the proportion of respondents who reported any gambling behavior declined significantly in all grades except seventh (see Table 9). Seventh graders were more likely to have reported gambling than sixth graders, and eighth graders were more likely to have reported gambling than seventh graders. Twelfth graders were the most likely to report having gambled. Males reported significantly more gambling than females (not shown).

Table 9. Any gambling behavior by Indiana adolescents (percentages)

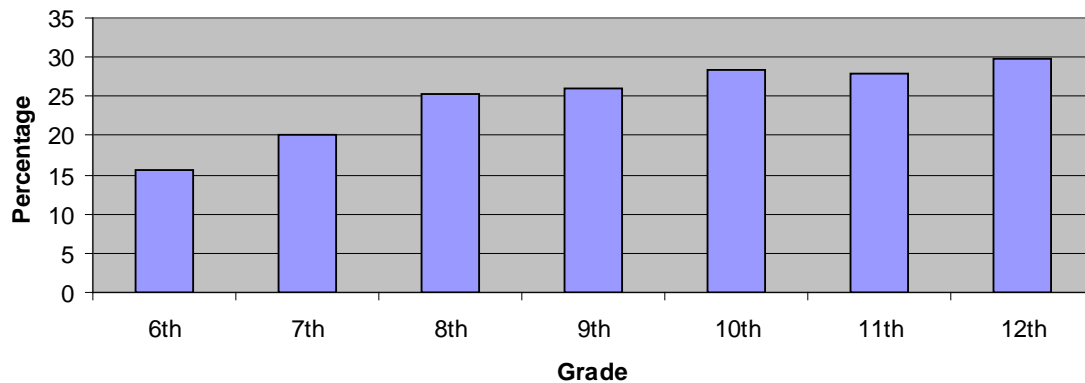
Grade	2005	2006	2007**	Change
6	36.3	35.4	33.6	-1.8 *
7	40.7	39.1	38.6	-0.5
8	47.4	45.3	43.3	-2.0 *
9	47.5	45.3	42.2	-3.1 *
10	48.0	45.2	42.5	-2.7 *
11	47.1	45.1	41.1	-4.0 *
12	55.1	55.0	50.8	-4.2 *

* Statistically significant changes between 2006 and 2007 prevalence rates (p<.05).

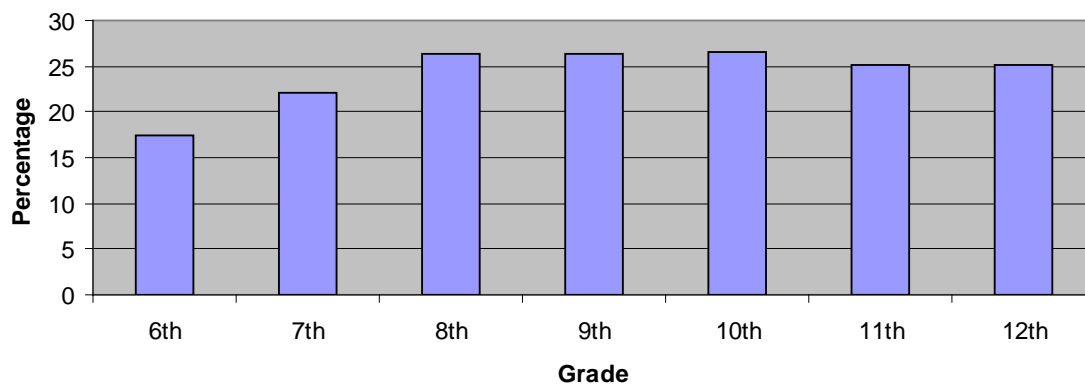
** 2007 data includes online gambling.

During the last 12 months, how often have you done these activities?	6 th	7 th	8 th	9 th	10 th	11 th	12 th
Played cards for money	15.6	20.1	25.4	26.1	28.3	27.9	29.9
Bet money on games of personal skill like pool, golf, or bowling	17.4	22.1	26.3	26.3	26.6	25.2	25.1
Bet money on sports teams	18.0	22.1	25.9	25.6	24.7	23.3	23.2
Bought lottery tickets or scratch offs	13.3	14.9	16.1	14.5	14.0	14.7	31.8
Gambled in a casino	1.1	1.5	1.9	2.0	2.3	2.6	3.3
Played online for money	3.3	4.3	4.6	4.2	4.3	3.8	3.8

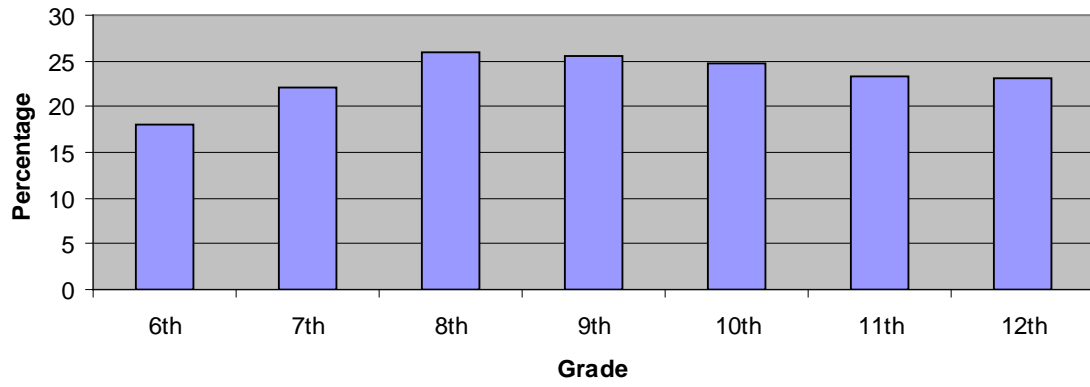
Played cards for money



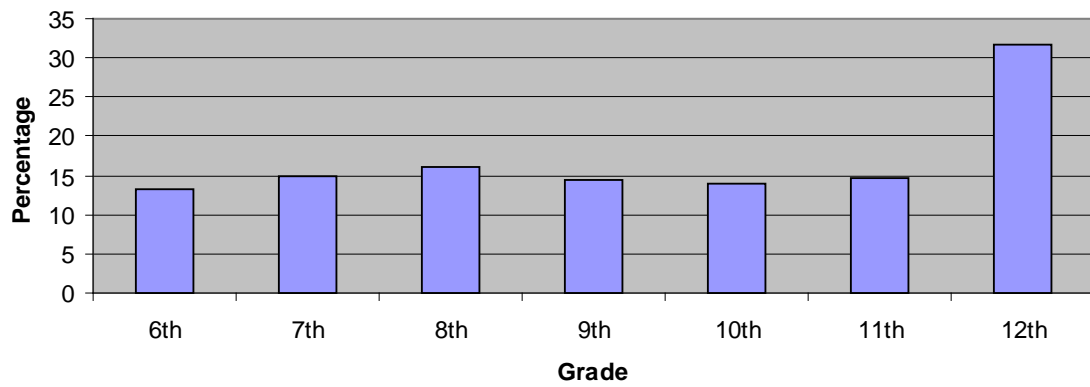
Bet money on games of personal skill like pool, golf, or bowling



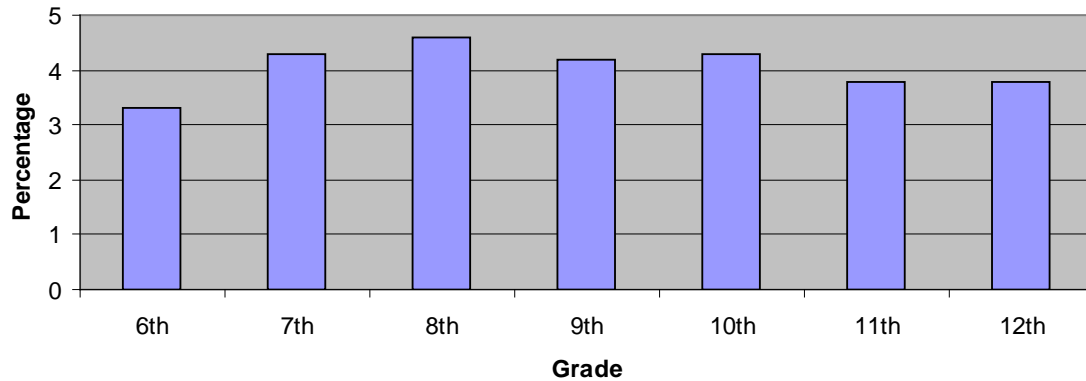
Bet money on sports teams



Bought lottery tickets or scratch offs



Played online for money



Problem gambling items were “During the last 12 months, have you ever felt...? (a) bad about the amount you bet, or about what happens when you bet money, (b) that you would like to stop betting money but didn’t think you could.” These items, used with the permission of the Minnesota Department of Education, help identify gambling problems (Johnson, Hamer, & Nora, 1998, and Johnson, et al., 1997). The findings indicate that compared to 2006, a smaller proportion of students reported feeling bad about the amount of money they bet (see Table 10) or about what happened when they bet money (see Table 11). The exceptions were Grade 6, where a larger proportion of students reported feeling bad, and Grade 7, which stayed the same. In addition, a greater proportion of students in Grades 6 and 7 reported they would like to stop betting money but did not think that they could.

Table 10. Trend in felt bad about the amount bet

Grade	2005	2006	2007	Change 2006-2007
6	5.6	5.2	5.6	0.4 *
7	5.5	5.0	5.1	0.1
8	5.4	5.4	5.0	-0.4 *
9	5.4	4.6	4.1	-0.5 *
10	5.2	4.6	3.9	-0.7 *
11	4.8	4.1	3.4	-0.7 *
12	5.4	4.5	3.7	-0.8 *

* Statistically significant changes between 2006 and 2007 prevalence rates (p<.05).

Trend in felt bad about the amount bet

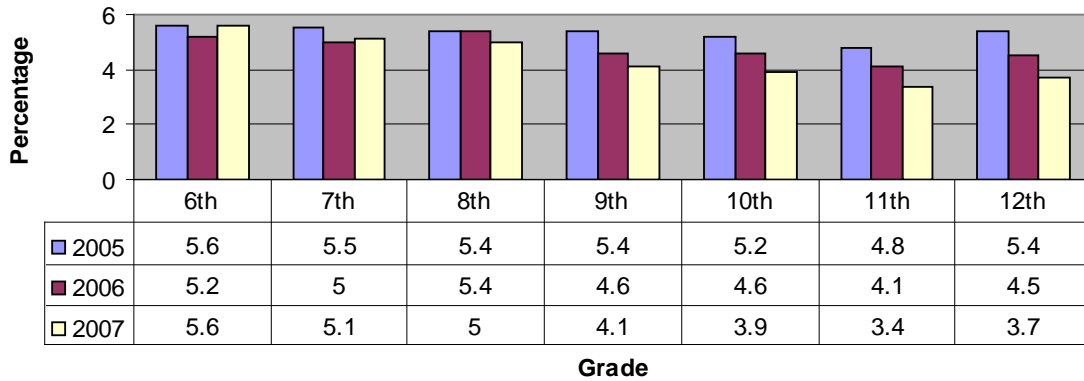
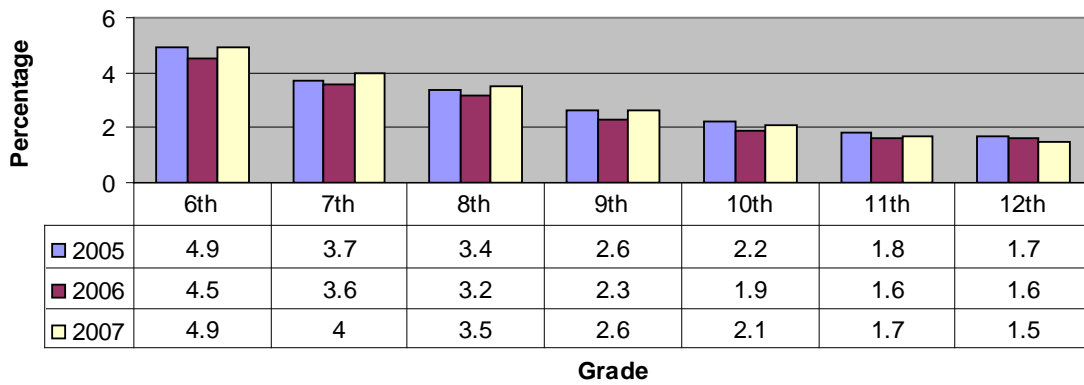


Table 11. Trend in would like to stop betting but could not

Grade	2005	2006	2007	Change 2006-2007
6	4.9	4.5	4.9	0.4 *
7	3.7	3.6	4.0	0.4 *
8	3.4	3.2	3.5	0.3
9	2.6	2.3	2.6	0.3
10	2.2	1.9	2.1	0.2
11	1.8	1.6	1.7	0.1
12	1.7	1.6	1.5	-0.1

* Statistically significant changes between 2006 and 2007 prevalence rates (p<.05).

Trend in would like to stop betting but could not

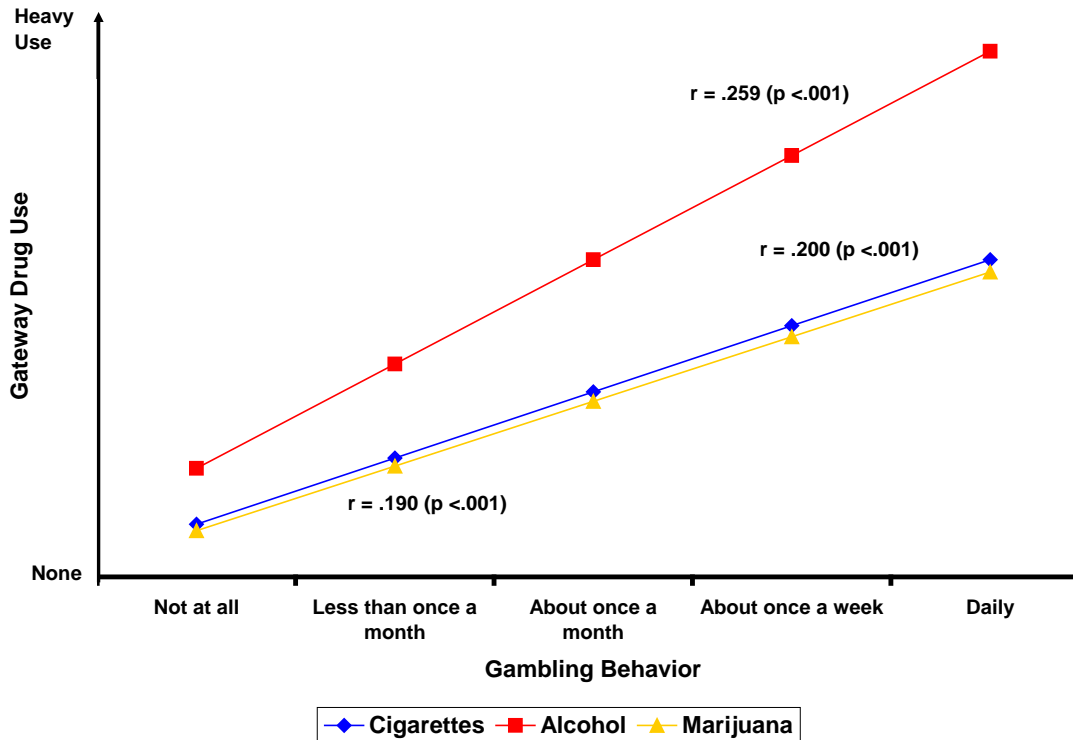
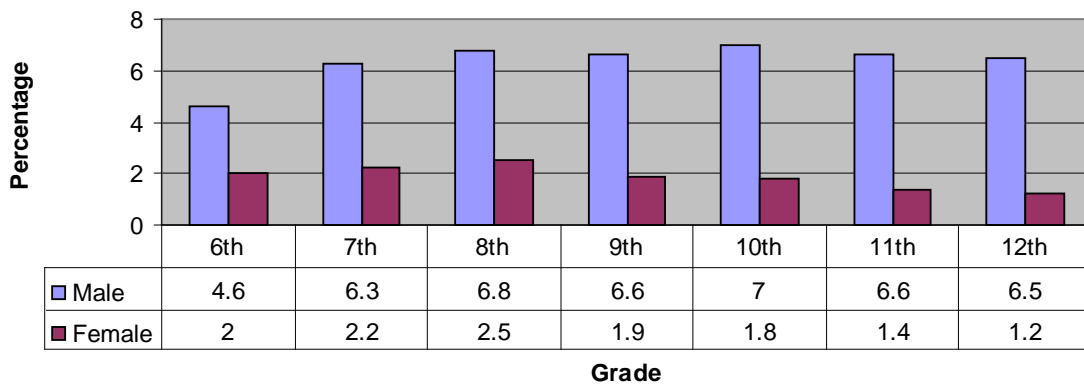


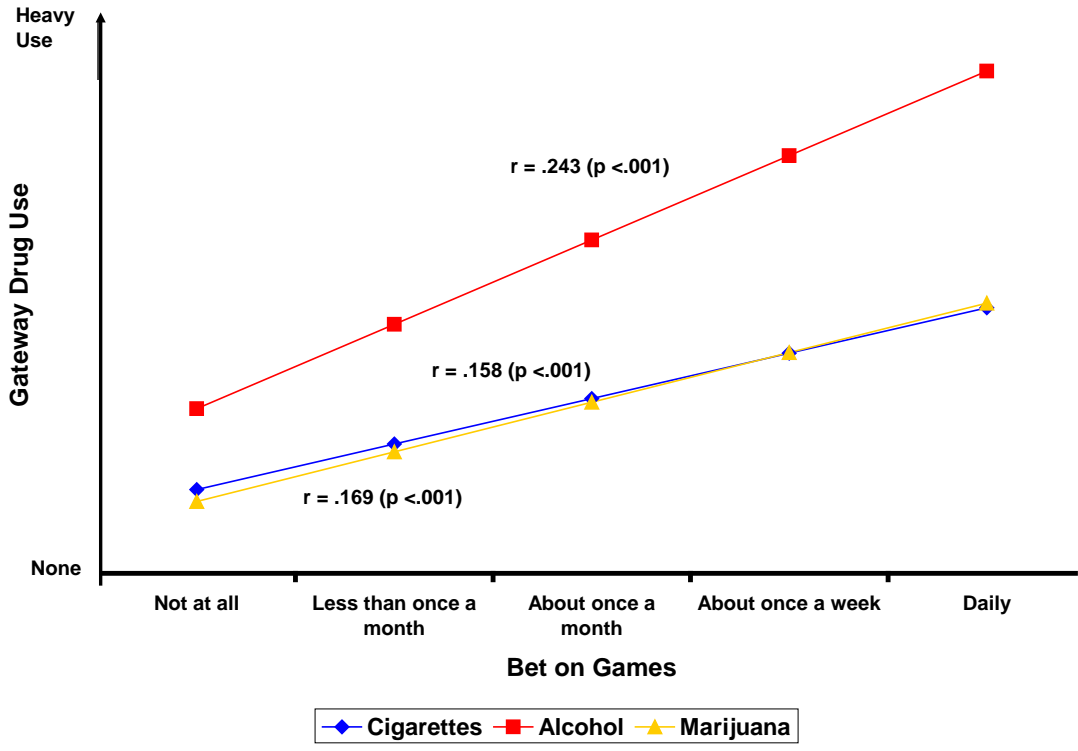
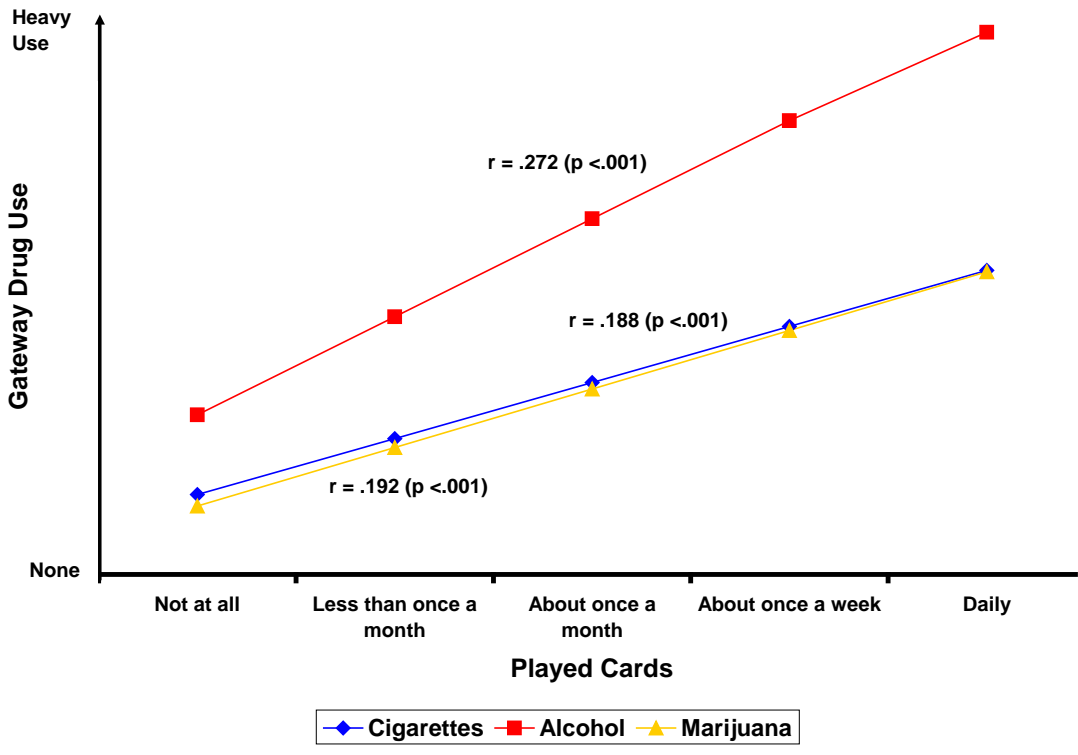
For the first time this year, the survey included the gambling prevalence item “played online for money.” The results appear in Table 12.

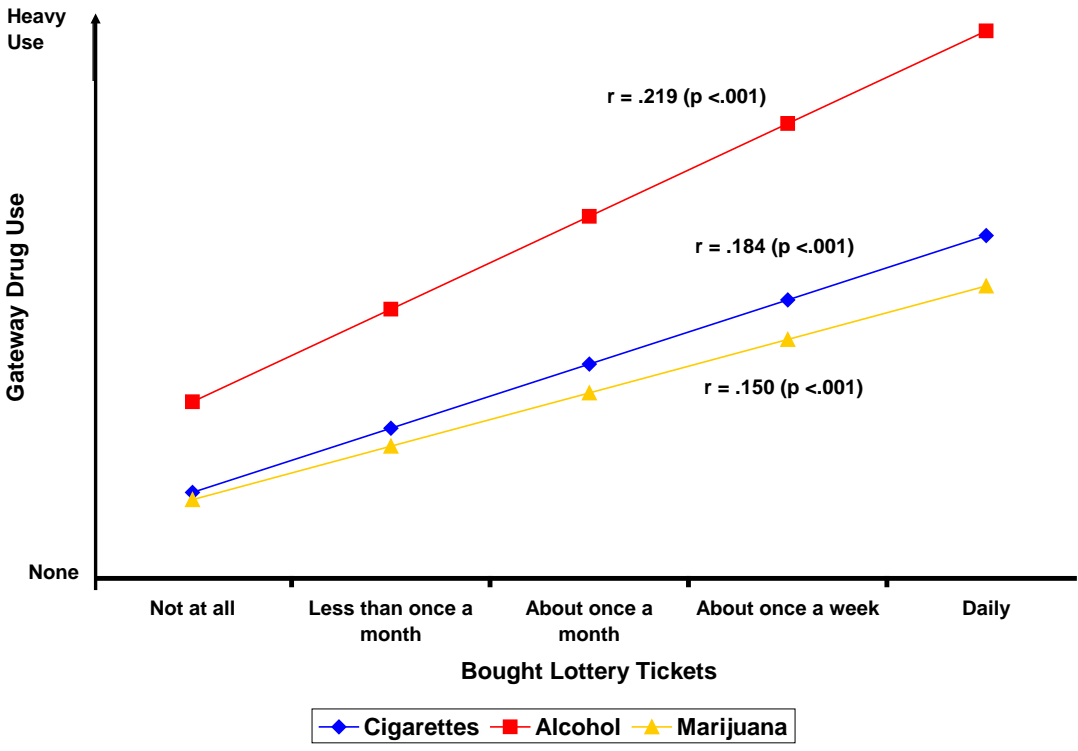
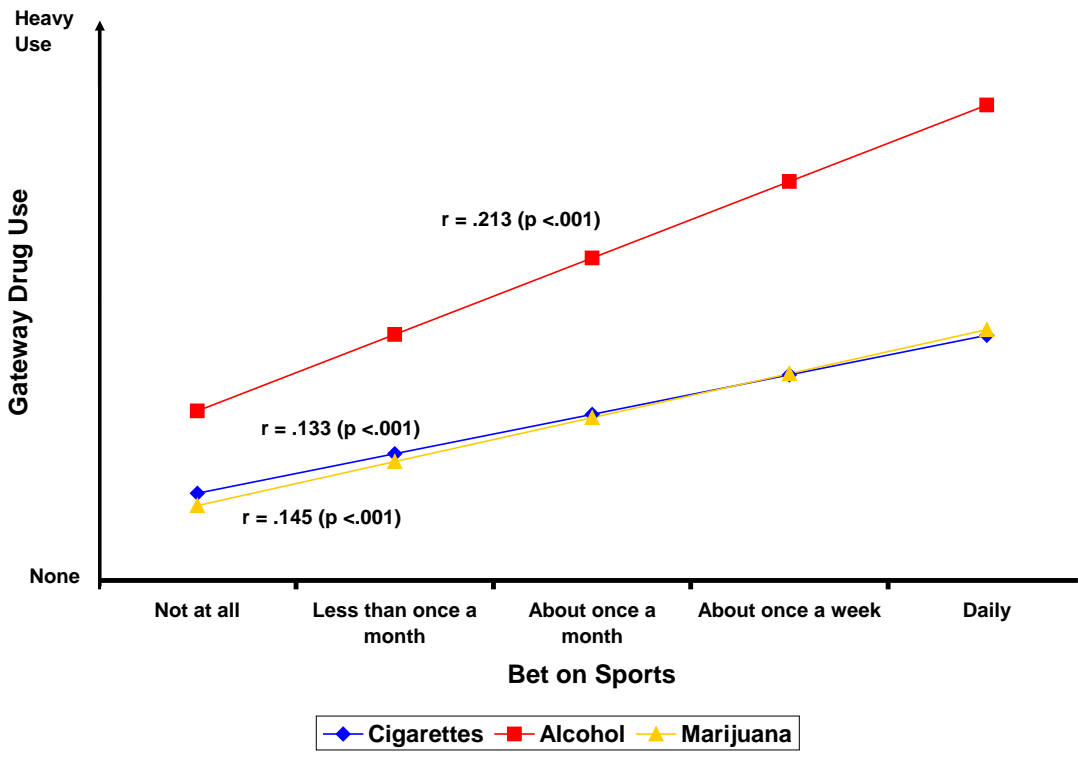
Table 12. Reported any gambling online for money

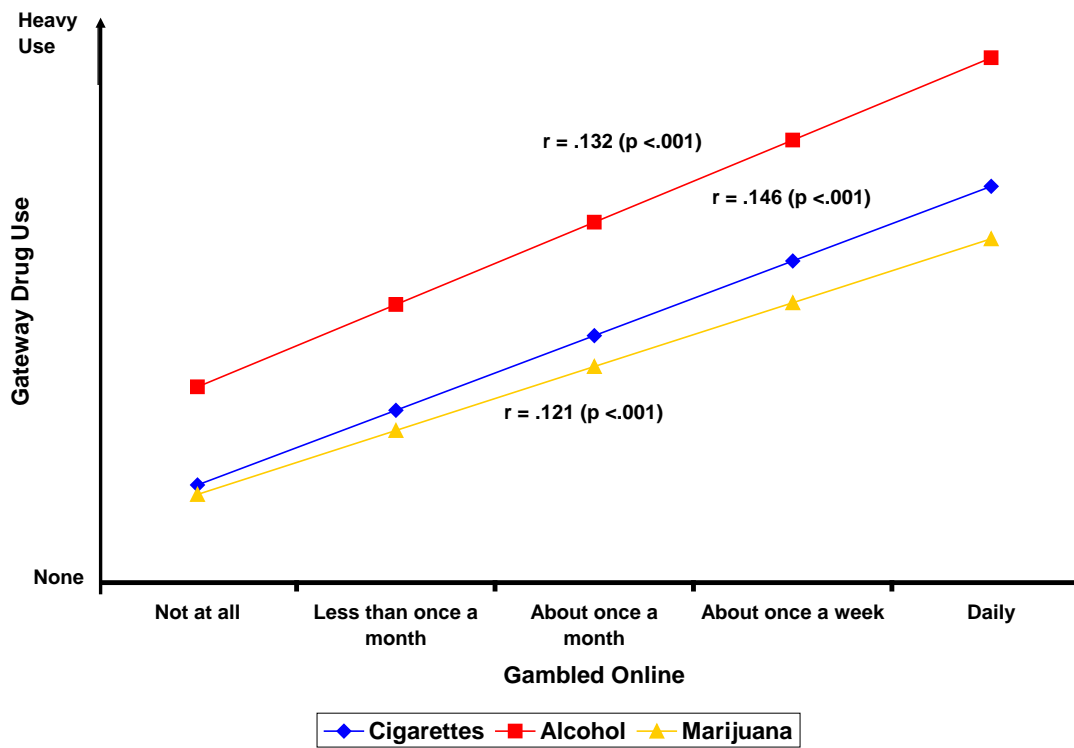
Grade	6	7	8	9	10	11	12
2007	3.3	4.3	4.6	4.2	4.3	3.8	3.8

Played online for money









Indiana Problem Gambling Awareness Program

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